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games magazine; ABC 48,161



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Basic Annual Subscription Rate:

UK HD £44.99 UK HD Direct Debit £42.99 UK CD £49.99 UK CD Direct Debit £47.99

Europe HD £54.99

Europe CD £59.99

Rest of the world HD £69.99

Page 78 Rest of the world CD £74.99



Rebel ssault 2

Rebel Assault 2 (page 52) is the sequel to the biggest PC CO-ROM title of all time and it looks absolutely fabulous. Contrary to popular belief, PC Zone is not completely obsessed by Star Wars.

Rebel Assault 2

New and improved with 'real' live action bits, completely gorgeous looking graphics and a story that would make a corking movie. Rebel 2 is here and we've got the exclusive first review!

Grand Prix Manager 58

Bit of a change this one. What do you get if you cross Championship Manager 2 with motor racing? One of the most imaginative management simulations around, that's what.

Stonekeep

The game that was 65 million years in the making. If it had taken any longer to finish they'd have had to call it Jurassic Stonekeep, Or something.

Su27 Flanker

Developed by Russian pilots, Su27 is all about one of the scariest aircraft ever built. But does Mindscape's new flight sim have what it takes to knock EF2000 off the top?

Arcade Classics

This is a package that includes..., wait for it... Defender. Yep, the original, the greatest, the one and only, the most fantastic shoot 'em up ever. Oh, and there are some other goodies.

Sensible World of Soccer 73

We waited a bit of a long time for this one. It's got some management bits and some nice rendered cut-scene bits and a bit of commentary, but unfortunately it's still not a patch on...

Actua Soccer

Quite possibly the greatest soccer game ever produced. Forget FIFA 96,

forget Sensi - this has the very best of everything. Excellent gameplay and a fantastic 3D polygonised pitch arrangement.

Wipeout

52

The PlayStation classic wings its way to the PC and unfortunately seems to lose something in the conversion.

Mortal Coll

82 1s it a Doom clone or not? Hmm... maybe. But it does have Dani Behr providing the voice for the lead character.

86

92

IndyCar 2

Beating Formula One Grand Prix 2 to the shops by a good couple of months, Virgin's polygontastic racing game screeches in with absolutely glorious svga graphics.

Frankenstein: Through the Eyes of the Monster

Tim 'Interactive Movie' Curry stars in this latest adventure from Interplay which has you roaming around as the big monstie himself.

The Dig

LucasArts is on a roll this month... not only is Rebel Assault 2 finally finished. but we've also had the chance to check out The Dig, one of the most eagerly awaited point-and-clickers ever.



Games Dir.ectory

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Zone Raiders	OF THE STREET

Pinball World

Guess who this one's by? Yep, 21st Century Entertainment brings us ver another pinball game, but this one has some new different bits:

PC Zone goes pinball tastic this month as we take a peak at Virgin softering.
Lowers in poles super him a crophics and inches constant the many materials. He for want?

102

to tribble The Web would have thought we put these three reviews together for a reason. Yet again we have super hi-res graphics, but this time we get only one table, and a soundtrack by Stiff Little Fingers.

Entomorph 106

Back in the good of days PC Zone used to review games that looked similar to this every month. Though top-down RIGS have gone out of fashion somewhat in recent years, Mindscape and SSI are hoping to revive things a bit.

Fighter Duel

Some planes, a huge slab of sky and er, not a lot else. Philips Media produces a flight sim that doesn't seem to have any point to it. Doh!



Page 28



Zone Raiders

It would appear that 30 racing games are 'in' at the moment. This little beauty is a cross between Wipeout and In Octane, and it looks rather groovy.

Ram Racer

Question: What do you get if you cross Ram Ricer with Destruction Derby? Why... Rum Racer from MicroProse, of course a texture-mapped polygontastic racing gaine with loads of destruction, and power-ups aplenty.

37 **Gene Wars**

Bullfrog stops playing around with 3D polygonathons and returns to what it made itself great with - resource management games. This time things are different though, cos you can make all sorts of monsties.

Resurrection: Cyberla 2

Chris loved it. Some other people loved it, And a lot of people bought it. Cyberia was an extremely popular 'game on rails' and now there's a sequel, and it looks much better.

Syndicate Wars 46

One of the most revered games in history is just about to spawn a sequel. However, can Bullfrog pull it off and produce a game that is actually better than Syndicate?



HARDWARE

Brother Solo P75 142 Connectix QuickCam 143 Olivetti Envision P75144

Doom Deathmatch Championships

Macca and the UK champion went to Seattle to beat the shit out of the known world at Doom,,, and this is the report they came back with. Find out if the UberFragMeister™ is still the best.

Get Your Landing Gear Around This...

In keeping with our sixth monthly tradition of reviewing an enormous great big pile of joysticks, this month we bring you the definitive round-up of flight sticks. Hence the incredibly amusing title.

Win a P75 with Digital Integration	28
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Couer

To load this month's HD demo. go into Windows, run File Manager (or Windows **Explorer for** Windows 95) and doubleclick on Setup.exe on Disk 1. Then follow the instructions on screen and off you go! **Battle Ground Ardennes** (Empire) This is an absolutely brill strategy game for all wargamers. Set in the Second World War, you can take the side of either the Allies or the Axis and play through one of the most decisive battles

of the war. At the start there is an option screen to decide who plays who (you've got the option of playing head-to-head with another player). The FOW option (Fog of War) gives limited information about the opposition, the other options allow you to see the whole map.

The game runs in Windows and has a comprehensive help file to explain the intricacies of the game. To view the help file, click on the 'Help' toolbar at the top and select the category you ueed information on.

Controls: Mouse Specifications: 4Mb





No CD?

If you are unable to get your grubby paws on the CD issue, then fear nol! Simply fill out this slip, enclosing your HD as preef of purchase and a cheque for a whele £1, and send il to:

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CDs from previous issues are also available. Phone Miles between 10.30am and 5.30pm on; 0171-917 7693





To get to the vast array of demos. videos and other stuff just place vour CD in the relevant drive and type <PCZONE> at the DOS prompt. This will run the PC Zone menu where you can select which demo you wish to run using your mouse. It's as simple as that!

PI AYARI F DFMOS

NHL '96 (EA Sports)

Hockey is an American sport that is becoming increasingly popular over here. This fully playable demo lets you play a friendly (in so much as friendly in ice hockey terms means having your teeth knocked out) between the Red Wings and the Devils. You can either play against the computer or play headto-head with another player. This demo is exclusive to PC Zone, which means that readers of other, less god-like game mags wou't get a sniff of it. Fabl

Controls: Mouse, joystick

Destruction Derby (Sony Interactive)

The aim of the game is quite simple. knock the crap out of every other driver in the arena. This fully playable demo is set in an arena with loads of other cars and you've got 60 seconds to run up as many points as you can,

CONTROIS.	
A	Accelerate
Z	Brake/reverse
Left arrow	Turn left
Righl arrow	Turn right
F1	View up
F2	View down

Pro Pinball: The Web (Empire)

A rather splendid looking pinball game which looks just like the real thing. The menu system will run the demo at the low setting with limited sound (for 4Mb users); however, the finished version will almost definitely need 8Mb, so check before purchasing. If your PC has 8Mb of RAM or more you should go into the Propin\Theweb directory on drive C and view the readme.txt file for more information.

Specifications: 4Mb



is one of the best

on the PC.

leeking racing games

(Abeve) IndyCar 2 frem

Virgin is one of the

titles el the year.

most eagerly awaited

Welcome to yet another fun-filled demo-fest CD brought to you courtesy of PC Zone. This month we've got Destruction Derby. Sony's amazing new arcade driving game. We've also got a totally cool, totally exclusive demo of NHL Hockey '96, a playable demo of Empire's excellent new pinball game The Web, and tons of other fun-tastic stuff besides. Enjoy!



Battle Ground Ardennes (Empire)

This is a playable demo of Empires' rather impressive wargame, Please refer to the HD section for instructions on running it.

Specifications: 4Mb

Shell Shock (Core Design)

Do tanks, guns, mayhem and death sound like a good combination? Well, it is. Manoeuvre your tank around the serene landscape, meet interesting people and kill them. Simply arcade action at its best.

Controls:

Spacebar Fire selected weapon S Select weapon Toggte map Tab Rotate left < Rotate right Accelerate 0 Brake/reverse

Hi-Octane Revs Pack (Bullfrog)

This is an add-on for those who already own Bullfrog's Hi-Octane and will give you the following extra goodies:

- Split Screen Single Race: You can now play a two-player game on a single PC
- Clone Race; The computer creates a clone of your best lap and you have to beat it. A damn good way to improve your performance
- Death Match Option: Set the number of lives you each have, then blow one another to pieces

There are also extra tracks and a host of other gems. See the readme.txt file for more info.

NB This product requires a full version of Hi-Octane

FIFA '96 (EA Sports)

The original FIFA was acclaimed as being one of the best ever football games for the PC, FIFA '96 looks and plays even better than its predecessor. This demo lets you play a friendly game between Brazil and Italy.

Once the installation of the game is complete, you should calibrate your joystick (if applicable) in the options menu. Then click on the 'Friendly' icon, select your conditions and off you go!

Controls: Mouse, joystick and keyboard

Is the CD playing up? Is the HD stuck in the drive? is your PC driving you nuts? Well panic no longer, because help is at hand in the form of Miles Tudor. Just pick up the phone and call one of these two numbers; 0171-917-7693 0171-917-7692 Lines are open between 10,30am and 5.30 pm Monday - Friday If you are calling either help line, please take note of the tollowing points: Make sure you have a pen and paper. to hand when you call to jot down any relevant info. Have as much relevant information to

hand as possible, le system spec,

Ideally you should have your PC

running and at hand when you call.

CD or disk came from.

amount of ram and base memory in your

machine etc. Also remember the nature

of the fault and which month's Issue the



Well, it's been a long time coming, but we think you'll find it was worth the wait, IndyCar 2 is, funnily enough, the sequel to the highly acclaimed IndyCar Racing released just over a year ago. This playable demo will give you a taste of what's in-store in the full game.

Controls: Joystick, mouse, keyboard

Terminator: Future Shock (US Gold)

Bethesda has finally created a game that gives Doom a run for its moneyl This futuristic blast fest is loosely based on the Terminator movies and features non-stop 'killing lots of robots' type gameplay.

Point up

Controls: Up arrow

cole mirati	· contraction
Down arrow	Point down
Left arrow	Turn left
Right arrow	Turn right
Ctrl	Fire gun
Right shift	Throw grenade
A	Move forward
Z	Move back
Left shift	Strafe left
X	Strafe right
1.5	Select gun
F1-F5	Select grenade
Alt	Speed on
C	Crouch
Spacebar	Activate
S	Jump
Tab	Automap
Р	Pause

(Left) Terminator giving *Doom* a run for its money?



(Left) Ripper from Gametek does a romarkably good impression of something that could well be drug induced.

(Below) Well... you can read, can't you?

Tech specs

Unless otherwise indicated the standard systems requirements for Ihls month's software are as Iollows:

Memory: 8Mb

Processor: 4860X2/66 Graphics: VGA, SVGA

Sound: SoundBlaster and compatibles

Big Red Racing (Domark)

Fancy a spot of highway aggro? Then look no further than Big Red Racing from Domark. This rolling demo will give you the gist of what the full game is all about. The final version will have 12 different vehicles, 18 different tracks and a multi-player option.

Specifications: 4Mb, 486DX

Trivial Pursuit (Hasbro)

One of the biggest board games comes to the PC. Trivial Pursuit from Hasbro is everything the board game is plus more besides! There's video footage from classic films such as Casablanca, sound footage you have to identify, and animations too. The game runs in Windows and control is via the mouse.

NB Requires WinG and Win32, You'll find these in the essentials section of the browser

3D Ultra Pinball (Sierra)

Sierra had a bit of a brainstorm and decided to combine a strategy game (Outpost) with a pinball game. Sounds a bit weird, huh? Well it is, but it's also brilliant! The graphics are stunning, the sound is amazing and it's just so incredibly addictive to boot.

Controls:

Down arrow Shoot ball
Ctrl Left flipper
Shift Righl Ilipper
Spacebar Knock Ihe table

Tilt (Virgin Interactive)

Pinball games are all the rage at the moment. This one's from Virgin Games, and pretty cool it is too. This playable demo has one of the tables from the full game. Select the resolution (depending on your machine spec) and away you go.

Controls:

Relurn Shoot ball Left shift Left lipper Right shift Right flipper Spacebar Tilt table

Caesar 2 (Sierra)

This was a late arrival at PC Zone, which means it isn't included on the menu system. Caesar is a 'God-Sim' where you have to expand the Roman Empire into some god-forsaken hell hole (in this case Wales). You then have to build houses, a water supply, as well as providing education and all the other bits and bobs that go into a big city.

To install Caesar go into the directory on the CD by typing <CD Caesar>. Then

type <Go_small.exe> and follow the instructions on screen. Once the game has installed, go to the install directory and type <Setsound>. Then type <C2demo> and you're in business.

Controls: Mouse. Specifications: 4Mb, 486DX

ROLLING DEMOS

Actua Soccer (Gremlin Interactive)

This is the very best football game available for the PC. The graphics are gorgeous and the gameplay is frighteningly addictive. This rolling preview looks pretty good, but you won't fully appreciate how god-like it is until you've played it yourself. Make sure that you check out the playable demo on next month's CD.

Specifications: 4Mb

Ripper (Gametek)

This was a late arrival at the doors of Zone, but the footage was so good we just had to squeeze it on! This a sci-fi interactive-movie-film-thingie with a star-studded east and music from old rock legends Blue Oyster Cult. To run the Ripper preview, go into Dos and go to the drive containing your cd. Then go into the Ripper directory by typing <CD Ripper>. Once you are in this sub directory type <Ripper.bat> and follow the instructions on screen.



UTILITIES

Essentials

As always, we've gathered together the essential utilities to make life that little bit easier.

Graphic Workshop for Windows: Image viewing and file conversion

Winzlp 6.0: Essential Windows front end for archiving files

Winzip 95 9.0: As above for Windows '95 users

Peint Shop Pro 3.11: limage editing and retouching

QuickTime for Windows 2.03: View movies on your I'C

Video for Windows 1.1; View Avis with ease

McAfee Anti-Virus: Shareware virus protection

McAfee Anti-Virue 85: Virus protection for Windows 95 users

Win32: 32-bit extensions for Windows 3.1 users

Wing: Microsoft's graphic engine for Windows 3.1 users

Internet applications

Ameol: Get on line to cix with the best offline reader around

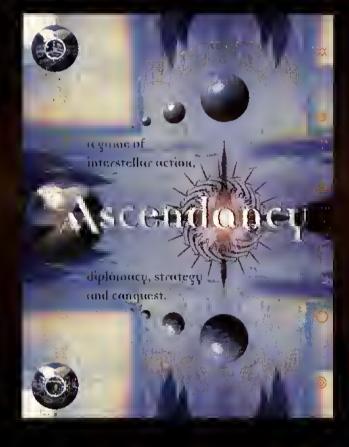
Ameol 95 : As above, but for Windows 95

WobEdit: HTML editor for anybody wanting to set a home page

HotMotal: And another one! Microsoft Internet Access: And another one too! (for Word 6)

Internet Decoding Application: UU, MIME, SHIP and INTOA Encoding/decoding.
Essential for sending or receiving files over the Net.

Ascendancy





ре ср-вом



COLC COUGH PAR PAIRY



the age of liscovery is apon you.

radire the valuous using a delicate failure of energy and carrier.

Ascundancy is a galactic strategy game of exploration and encounter.

Take voitrol of any one of the 21 species while you attempt to cultivate your planers hawledge, industrial capabilities and military night.

The survival of an entire species is at stake, will your people fade into absorbity or gain ascendancy over a galany?



- Ascendancy's sophisticated artificial intelligence, entends groupley rad offers indepth interaction and diplomacy with alien species.
 - · rhe game features superb syga graphics.
- The comprehensive travial mode coupled with a simple and acquiring invertice ensures instant access to the game and in depth help throughout
- pigital soundtruck featuring an original score and realistic sound effects,



HERD PROSE

PC Zone
proudly
presents a
CD packed
to the brim
with the
latest
demos,
videos and
information
from
software
giants
MicroProse.

To run the software on the disc, go to Program Manager in Windows 3.1 (or Explorer for Windows 95 users), click on mosetup.exe and select RUN from the File Menu. You will then be asked It you want to install various utilities onto your hard drive that the MicroProse CD needs to run correctly. If you need to install either QuickTime for Windows, Video for Windows or Win G your machine will automatically reset itself after the software has been Installed and you will need to RUN the mpsetup.exe from the File Menu to continue the Installation process. Duce the CD has been installed, double-click on the MicroProse Icon to run.

Across The Rhine

Not the game, but a full length feature documentary film originally released as a standalone product along with *Across The Rhine* in the United States.

Across The Rhine runs in Windows and requires Video for Windows 1.1 (if you do not already have this software on your machine you will find it on this month's PC Zone cover co). The documentary starts with the D-Day landings and explains why the Allies pushed into Germany and exactly how they did it, using real live contemporary footage, commentary, artwork and maps to re-tell the tale. If you enjoyed playing ATR you'll love this fascinating insight into the Second World War.

Transport Tycoon Deluxe

This game gives you all you need to build up a thriving railway and then run it into the ground and sell it off to the private sector (sound familiar?).

As far as game strategy goes, the only difference between this demo of Transport Tycoon Deluxe and the original game is that instead of coal mines, steel mills and refineries there are lollipop trees, candy floss factories and other sugar filled related resources to exploit.

To start a new game select it from the menu, choose your character and place your company headquarters in an appropriate spot. Once you've done this, you should look for a suitable site to build your railway and then start to

Ellitte S

make some serious cash. The game is driven by icons at the top of the screen which you can use to build track, stations and control your empire.

If you haven't played *TT* before, click on the 'Help' icon and then click over an area to get a full description. This demo is restricted to rail only and a game time of two years.

Controls: Mouse Minimum Spec; 486SX/25 4Mb RAM SVGA 4Mb of Hard Disk Space

Breakthru!

Based on the age-old but addictive brick filled original, the aim of Breakthru! is to match two or more bricks of the same colour that are side by side and clear the group as quickly as possible. As things get quicker (and more difficult) bombs, rockets and super bricks come into play to help you. Clear as many bricks as you can and watch the Berlin Wall crumble before your eyes, Simple, but highly addictive fun!

Controls: Mouse (left mouse button – drop clear matching blocks/light mouse button – drop down new bricks)

Minimum Spec: 486SX/25 4Mb RAM

This Means War!

Yet another real-time action-packed combat/resource management sim that will instantly appeal to fans of Command & Conquer and Dune 2.

The full version of This Means War features stunning hirres graphics, multiple weapons, artillery, terrains and missions. This demo covers the basics of resource management and some of the combat elements. It's all mouse driven, so simply click on a unit and tell them where to go. The other icons instruct your squad to build, defend or attack, depending on the signation.

Controls: Mouse Minimum Spec: 486DX 8Mb RAM

ClockWerx

from Alexey Pajitnov, the creator of that all-time classic Tetris. Using your skill and judgement, 'swing' your clock handles around a varying number of



points, collecting bonus points, timers and a speed bonus. If it sounds complex and challenging that's because it is,

The demo has a comprehensive help system that explains the principles of *ClockWerx* and goes through the various controls and tricks that you will need to master the game.

Controls: Mouse and keyboard Minimum Spec: 486SX 4Mb RAM

Star Trek: The Next Generation

One for all you Trekkies out there, this rolling demo will show you the delights of this recent release, the first in a line of talkie adventures from Spectrum HoloByte to feature the actual voices of old dome head Picard and his crew.

Featuring some of the best graphic you'll see in any point-and-click adventure, Star Tek: TNG has already topped the charts and looks set to carry on selling at Jeast warp factor five.

Coming soon...

As if that wasn't enough, this exclusive MicroProse CD also includes trailers of some forthcoming releases, including the superb sequel to Geoff Crammond's best selling Formula 1 racing sim FIGP2; Citizens, a resource management strategy game, and Magic The Gathering which is the computerised version of the award-winning card game. There's also video footage from Top Gun – the flight sim based on the movie; Virtual Karts which promises to be one of the decades best racing games as well as Grand Prix Manager and Ram Racer.

Finally for veteran gamers and wannabe generals alike, there's CivNet. Based on the original classic Civilization this upgrade allows multi-player games to be played. Where as with the original you could only take over the world in single-player games, CivNet allows a number of players to assume command of different nations, making for a much more varied and interesting game.

You can access these sneak previews through the main menu screen. Believe us, you've never had it so good. **Z**



OUR LATEST FLIGHT SIM WILL TAKE YOUR BREATH AWAY





Not Quite PSX

pectravideo is releasing two new gamepads, one of which looks distinctly similar to the Sony PlayStation gamepad.

The PC Power Pad feafures four fire buttons, with semi-auto and full auto-fire control, and the familiar (though effective) grip design for superior handling and retails for around £12.99. The PC Sprint Pad features six buttons, individual auto-fire control and an eight-way directional facility and costs around £14.99.

Confact Spectravideo on 0181-902 2211 for further details.







Manager Season Update

Tans of the chart-topping Ultimate Soccer Manager should be delighted to hear that Sierra (who has since bought out impressions) is planning to release a new season add-on disc.

As well as updating USM to the end of the 94/95 season and incorporating all the big name transfers, the developers have ensured that all of the European qualifying teams are correct for the 95/96 season. The full season for the Italian league has also been

included, which means that you can now take the role of a manager in the Italian domestic league.

They've also made the amount of cash you start with variable, added the facility to edit the club names, improved the graphs, fixture lists and sorted out the tew bugs that plagued the original version.

The New Season Add-on disc is available now and will retail for just under a tenner. Contact Sierra on 01734 303322 tor turther details.

"Jump into the body of any of your creatures to view the dungeon through the beastie's eyes."

PC Format





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Wipeout The Music Album

Computer games are now officially cool, thanks to the likes of Sony Interactive (formerly called Psygnosis) who has not only produced some of the finest releases of the year (insert Destruction Derby, Wipeout, Discworld etc here), but for making sure that the sounds that accompany them are tracks you want to turn up rather than turn off.

Just in case you can't bear to drag yourself away from the thumping music that accompanies Wipeout and are worried that you're not eating (or sleeping for that matter), Sony has released Wipeout – The Music Album.

Featuring tracks from such established cred artists as Leftfield, The Chemical Brothers, Orbital, New Order, The Prodigy and The Shamen, the CO includes almost 80 minutes of "fast beats, adrenaline rush and attitude". Although the PC version doesn't actually feature any of the tracks on the album (the PSX version of the game features four),

the music on the audio CD will allegedly help you improve your fastest lap time by around 20 per cent, but only if you turn down the sound on your PC and whack your steren's volume up to maximum. The Wipeout Music Album is available from all usual outlets. In case of difficulty. contact Sony Interactive on 0151-282 3000.



Power Dolls

1 NIME FANS MIGHT BE INTERESTED IN A NEW STRATEGY GAME from Megatech Software curiously entitled Power Dolls.

The game came about after developers Megatech teamed up with the Kogado studio in Japan and conceived an idea to produce a strategy battle simulation that would be appealing to the less experienced strategy gamer. The result is a turn-based, top-down, futuristic paramilitary simulation that requires the player to launch a realistic rebellion using an elite force of highly trained and extremely deadly female cyberwarriors. It's set in the future (of course) and features loads of gratuitous Animé-style characters and animations, and because it utilises a very simple to use mouse-driven interface, it's easy to get into. Whether or not the At is up to standard is anyone's guess, though we should be able to tell you more in our next issue, when we'll be running a full review.





PLATFORM GAMES HAVEN'T REALLY MADE MUCH of an impact on the PC, and apart from a couple of Mega Drive and SNES conversions (namely *The Lion King* and *Aladdin*), there really hasn't been that much around to tempt the Sonic or Mario fan away from their 16-bit boxes to the PC.

Well, if UbiSoft has anything to do with it, that's about to change. Its new platformer Rayman takes full advantage of new 32-bit technology to bring new life to the rather hackneyed genre. For starters Rayman is

absolutely massive (allegedly bigger than any other platform game ever) and boasts six worlds and over 70 levels, a non-linear story tine, over 50 different characters, cutesy animation and over 45 funky soundtracks.

It's pretty damn fast too, with a blistering 60fps on a modest Pentium, and as the game's Windows 95 compatible, you just stick it in your drive and away you go. Easy!

Rayman is due for release on the PC any time now, costing around £29.99. Contact UbiSoft on 0181-941 4004 for further details.

Don't Buy A Console

According to Microsoft, it's a bad idea to go and spend 300 quid on a new console when you can upgrade to Windows 95 for just £70.

At the recent Windows 95 Games Launch which took place across the pond in the good of USA in Seattle at the Microsoft Campus recently, Bill Gales appeared via video at the US press launch armed with a *Doom* sholgun, picking off ores and demons to tell the world that there would be 75 games titles available for Windows 95 by Christmas, and that Microsoft would be supporting the PC as the games platform of the future.

According to Internal research, Microsoft maintains that over 28 per cent of PC usage is spent playing games and has urged ratallers to sell Windows 95 games separately from other software, just as they would any other games format in an effort to promoto The 'games platform of the future'. This is the first time Microsoft has focused explicitly on the gameptaying capabilities of its new operating system, and to back up the new, aggressive marketing strategy it's decided to launch a Windows 95 CD sampler featuring 20 playable demos from major games publishers, for just £9.95. The CD sports an Interface based on a

3D Doom-style space station containing publisher billboards, which allows users to access game demos and product Information, as well as — hooray! — Internet hooks which link users directly to a publisher's Web site.

But before you get too excited, the game demos on the CD aren't exactly worth wetting your pants over — there's Trityst, a Tetris style game from Virgin; Big Red Racing from Domark; Cyberspeed from Mindscape and The Hive from Trimark Interactive, but if you want to be a part of the Microsoft revolution or are stuck for Christmas pressie ideas then you could do worse — you could always go out and buy Cyberbykes.

What is worth going gooey over, however, is the first product to make it out of Dreamworks Interactive, the joint venture between Bill Gates and Stephen Spielberg. The pair is currently working on adventure titles for the group and initial reports suggest that whatever they're doing, it will be worth waiting for. We'll bring you more on this as and when we get it.

The Microsoft Windows 95 CD-RDM sampler disc is available now from all the usual outlets. Contact Microsoft on 01734 270000 for details.

"Dungeon Keeper could almost be described as Theme Park™ with goblins."

PC Review





Brings out the beast in you.

BULLFROG.



BULLETIN BY Dispatches Return Fire Rumours are ebounding that LucasArts' new cartoonesque shoot 'em up Carla 2095 has been dropped. The 3D blastarama was originally stated for a December release, and was to feature en enhanced Dark Forces engine with comic book-styte graphics. Reasons for abandoning the product are upponent's playing area and then, guess what? You captured his

Rumours are ebounding that Lucasarts' new cartoonesque shoot 'em up Calia 2095 has been dropped. The 3D blastarama was originally slated for a December release, and was to feature en eithancad Dark Forces engine with comic book-style graphics.

Reasons for abandoning the product are unclear, although one explenation is that the subject matter [a city on the west coast which finds itself in anarchic chaos after being reduced to rubble following a terrible earthquake) was a bit too close to the bone. The standard line, however, is that the team has been put to work on more important projects (presumably the next Indy adventure or even Monkey Island 3).

+++ High Speed Sales

Sony's Destruction Derby (last month's cover review) has become the UK'e fastest selling CD game ever. The game went straight in st number one, shifting more units than tha previous record holder. Virgin's epooge-tastic Command & Conquer. But it you still need convincing that Destruction Derby really is a must have, play tha demo on thie month's cover CD and eee for yourself.

action-orientated than the original concept of Capture The Flag.

Apart from the superior graphics, you have lots of vehicles to play with, including jeeps, helicopters and armoured parsonnet carriers. You could almost call it a strategic, arcade shoot 'em up. This is definitely one of those games that will turn out to be either totally brilliant and addictive or, er, a

of gameplay evailable for Windows 95,"

flag! Sounds a bit crap, doesn't it? Well actually, it's not, if thousands

of 3DD owners are to be believed (we'll leave you to use your own

judgement here). Eithar way, Time Warner Interactive is releasing a

Windows 95 version of the game called Return Fire, which they say

is highly addictive. The game supports the new high-speed Microsoft

DirectDraw™ API and will offer windowed and full-screen modes.

multiple ending sequences and a new, intricately designed map. A

simply have to capture their opponent's flag, they'll actually have

to protect their own one as well, Blimeyl Paul Osborne, director of

greater variety of gameptay will also be on offer. Players won't

muttimedia at Microsoft, informs us (naturally without any bias

whatsoever); "Return Fire is a great example of the high quality

To be fair, Return Fire has a lot more features and is much more

bit crap. Return Fire
should be out at the
indicate this month. For
more into call Time
Warner Interactive on
0171-391 430D,

+++ Ocean On A Budget

Ocean has just released details of a new budget range of games that will retail for under a fiver. The initial 'Regenerator' range will include such classics as Zooi, Nigel Mansell's Championship Racing, Lotus 3, Central Intelligence, and Sieepwalker. All titles will retail at the wallet friendly crica of £4.99, and a further line-up of 'Ragenaretor' products is planned for refesse before Christmas.



+ Plug & Play SCSI Drive

TEAC UK has just announced details of a new Plug & Play SCSI version of its six-epeed CO-ROM drive. The TEAC CD56-S SCSI has a 256Kb data buffer, produces a 139ms accass time and a transfer reta of 900Kb/sec and uses the standard FAST SCSI interface, it can also be mounted either horizontally or vertically and is 100 per cent DDS, Windows 3.1 and Windows 95 compatible. The CD56-S is expected to retail for around £279. Contact TEAC UK on 01923 225235.

DOS Is Dead

If you believe the carefully planned hype, this time next year it will be almost impossible to buy a DOS-based PC game. It might sound impossible, but that's exactly what Microsoft believes, and that's what publishers Virgin, EA, Gremlin and Interplay are saying too.

Although publishers will continue to produce and sell DOS and Windows 95 games this Christmas, come next year all the major publishers will be producing Windows 95-native products only and will never develop for DOS again. So far it hasn't been a smooth journey for the new gaming platform, with end users still having problems with DOS-based games running under Windows 95 in MS DDS mode; in fact, Electronic Arts is increasing its support team by 30 per cent. But it's not all doem and gloom – EA says 70 per cent of the calls to its technical

support lines are from PC users with



configuration and installation problems, and once Windows 95 native software becomes the norm, the company expects this to plummet. Good news for end users and publishers alike.

BT Plays By Wire

Network Gaming, Modem Head-to-Head, Telegaming – call it what you will but the future, as readers of our regular Doom Watch column will know, is multi-player. Every night, hundreds of gamers around the country rack up pounds, shillings and pence dialling each other or dedicated game servers like Gamesnet and The Forest, playing the likes of Doom, Descent, Command & Conquer, Heretic, and, of course, Yahtzee. But now big boys British Telecom are getting in on the act, with the launch of Wireplay in early '96.

Unlike existing servers, Wireplay will offer local connect points, a 'matchmaking' system to put you in touch with like-minded players (and call you up to remind you), and direct billing to your phone bill. Other than that, it's the fairly run-of-the-mill stuff we've seen with pwango and The Games Connection. You obtain the client software free with cover discs or games, Then dial in and enter a 'foyer' area complete with noticeboard and chat rooms. To play a game you either leave an appropriate message on the board ("l am the UberFragMeister™ - You will die al 8pm on Doom 2" etc), or meet someone on on-line and threaten them face to face. Important stuff such as ladders, tournaments and competitions wilt be fully automated.

Plans are also afoot to launch a Webstyle news and magazine area, software downloads, and 'clubs' - areas only accessible by special passwords. At the present moment software companies like Electronic Arts, Gremlin, Interplay, MicroProse and Mindscape have all expressed their support. The system goes into beta-test in January and will be on-line "in the summer". The price hasn't been decided yet (chinny reckon) but is expected to be around the £1 to £1.50 rate currently charged by other servers. You'll need a modem of course (9600 or faster) and a benevolent god of a phone-owning parent to fully exploit the system.

Look out for a scrious endoscopic exploration of the Wireplay system in this very magazine very soon.

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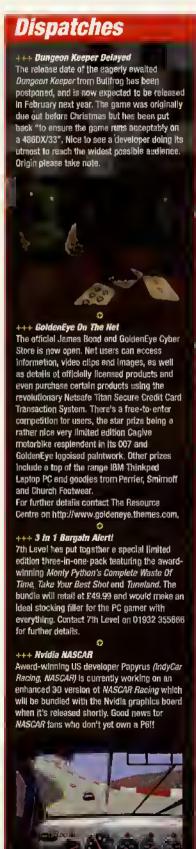








BULLETIN





IMAGINE NOT JUST SEEING AND HEARING A GAME BUT, ER, FEELING it too! That's the promise of Massachussetts based developer EXOS, which is busy knocking up a series of programmable joysticks with Force Feedback™ technology.

As the name implies, each joystick provides feedback to the user. It does this with a series of heavy duty motors and, welt, a whole host of other stuff. The result is that you can feel your car crash, your gun recoil, the right-hand jab from a boxer and more! It even provides subtle effects – from turbulence in flight simulators to slippery road surfaces in racing games.

The first in the range of joysticks, the imaginatively-named PowerStick, should appear early next Autumn at a price somewhere under £200. The device has been specificalty designed for itse with Windows 95, and over 50 games are expected to support it by the end of 1996, including Doom 2 (we tried a prototype PowerStick with this and it was indeed 'coot'). Future projects include an arcade version of the PowerStick, a PowerWheel and a PowerPad.

So who exactly is EXOS? Well, a spokesbtoke from the company revealed that it has previously worked on projects for NASA and the US Department of Defence. But then he would say that, wouldn't he? I mean, who's gonna check?

Private Investigators and those who wish to know more about these joysticks (other magazines who have missed this story, for instance), can catt EXOS on (USA) 001 617 933 0022. And tell 'em *PC Zone* sent ya.

Debbie Does Double Switch

x-Blondia popstar and occasional movie actress Debbie Harry is now turning har attention to games, or interactive movia adventures to be precise.

Double Switch is a 'mystery adventura' featuring over 20 waird and whacky characters who you must follow through an even more weird and whacky plot, By controlling the action throughout the gama (by clicking on things, picking them up and answering multiple choice questions — yawn!) you must try to save the main character (some wooden-top called Eddie who's trapped in the basement), find some treasura and, to round it all off, uncover various 'unsolved mysteries'.

If Interactive movia typa things, laden with FMV clips and out-of-work actors (or in this case, tonsil-tired artistes) are your thing, or in other words you actually enjoyed *Phantasmagoria*, then give Digital Pictures a ball on (USA) 415 345 5300 for further details.

Sega In 'PC Games' Shock

gega, creator of the seminal Mega Drive games console and fluffy cheeky chappie corporate mascot Sonic The Hedgehog, is tinally having a stab at the PC games market. Riding on the cusp of its success with the Mega Drive 32X (Who he? - Ed.) and The Saturn, its recently-released 'super console', the Japanese games company is set to release three ot its oldie-but-goldie 16-bit games, plus a rash of newly-coded 32-bit stuff. Running on Windows 95 only and set to debut in February 1996 are Ecco The Dolphin (best selling porpoise 'em up), Comix Zone (interesting beat 'em up set in the pages of a violent comic), and TomCat Alley (videobased flight slm 'on rails'). These 16-bit games will feature enhanced graphics, sounds and options, but no new levels and not much in the way of expanded gameplay. Ho-hum.

More interestingly, however, is the Impending conversion of some of the Sega Saturn's most spooged-over hits, namely Virtua Fighter, Panzer Dragoon and Daytona Racing. Poohpoohing the existing processing power of the Pentium, Sega has saddled up with multimedia developer Diamend (of Stealth 64 tame), to support its new 3D accelerator card, the Diamond Edge, which sports a new ninja chip called Nvidea. Basically this will allow, under

Windows 95 again (eek), we humble PC users to experience the polygon, raytraced, texture-mapped delights of Saturn games at a tull 60 frames per second, as well as improved Windows graphics performance, Wavetable sound, and Sega controller ports on a single card (prices start at £250 for a basic DRAM card). A bundle scheduled to be released this month will feature a Diamond Edge card, plus Virtua Fighter, Panzer Dragoon, and an enhanced version of Interplay's 3D spacer Descent (although this is not confirmed as yet and details may change).

For more Information, contact Sega UK on 0171-373 3000.

MicroProse & Electronic Arts present.



SPORTS

PGA TOUR® 486

Formula One Grand Prix 86% PG Format

FIFA International Soccer



FLIGHT

1942 Pacific Air War

Fleet Defender 88% PC Garner

Wings of Glory**



BUSINESS

Transport Tycoon 9/10 PC Review

Theme Park" 93% PG Zone

Electronic Arts and MicroProse, two of the world's leading software houses, have come together to bring you THE ESSENTIAL SELECTION, three compilations featuring some of the greatest games ever released on PC CD-ROM. The BUSINESS selection includes Theme ParkTM, Bullfrog's ground-breaking, hilanious profit and pleasure simulation, and Transport TycoonTM, MicroProse's addictive big business bonanza. SPORT features FIFA International Soccer and PGA TOUR® 486, cutting edge sports games from EA SPORTSTM, and roaring racing action in MicroProse's Formula One Grand Prix, while FLIGHT offers three critically-acclaimed masterpieces in 1942 Pacific Air War, Fleet Defender and Origin's Wings of GloryTM. The essence of gaming, from the masters of quality.

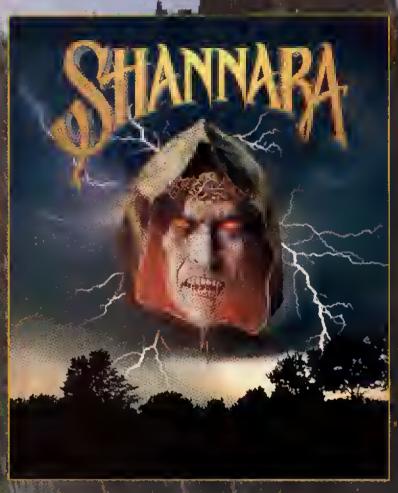








For Information on the extensive range of titles available from MicroProse, and from Electronic Arts check out the following Web pages http://www.MicroProse.com



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Face awesome ragic hosti Ferran and fearsome monstas on your quest to repair the Sword of Franciara



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Dogz Life

want a dog, but can't be arsed to take it for walks, play with it, feed it — that sert of thing? Then Dogz, a new Windows (3.1 and 95) 'screen toy'. from PF Magic, is probably right up your alley, offering as it does "all the joys of dog ownership without the need for a peoper scooper!" (NB We'd like to point out it's PF Magic's exclamation mark, not ours.)

Adopt one of five dogs and then watch adoringly as he or she grows over the weeks! Plck him up! Pet him! Stroke his genitals! (Probably.) "Train your Dogz by reintorcing positive behaviours with doggy treats and punishing negative with a playful squirt of the spray bottle." (Yeah, right.) Stroke his genitals! Play hide 'n' seek, fetch, tug-o-war or the rather intriguing game called PaintBallz! Stroke the dog's genitals!

But, hey, get your mind out of the gutter – you can only have one dog on screen at any one time. Although the programmers are working on such an option, getting two dogs to, er, 'interact', is apparently quite difficult. On well.

PF Magic, the American company behind Dogz (so to speak) is best known for the Mega Drive and 3DO beat 'em up, Ballz ('z's are big in this company). A UK distributor has yet to be confirmed, although you can download an adoption kit from www.pfmagic.com/dogz/adopt if you're netted-up. A teline version may follow, although as the bloke-ess from PF Magic pointed out, "Cats don't do a lot, do they?" It'll come though, and it'll be called Catz, Trust us.



Fallen Angel

INDSCAPE HAS A NUMBER OF RELEASES PLANNED FOR EARLY next year. Angel Devoid is a photo-realistic adventure game (note how we cleverly avoided the term 'interactive movie') which puts you in the rather confusing role of 'person who wakes up in a hospital bed not feeling very well, having been beaten up and with a completely new face'. Apparently, the guy who beat you up is a dodgy criminal you were chasing, and – yikes! – it's his face that now greets you when you look at yourself in the mirror. From here your task is to escape from the hospital, try 10 track him down, find out what's going on and sort out the whole world while you're at it, Anyway, confusing or not, we saw it in the office and it looks very nice. Expect a full review next month.

Mindscape is also working on *Atripolis*, an arcade adventure with over 600 locations to explore covering five city districts. *Atripolis* is a living city where everyone has their own objectives and goals and will react intelligently to whatever's

going on around them. The game has over 50 minutes of speech and original audio CD tracks. Also due next year is Azrael's Tear, a 3D role-playing adventure with sophisticated puzzles and spectacular graphics (yes, we have seen it and it looks awesome). We should be reviewing these in the next issue, but in the meantime you can call Mindscape on 01444 246333 if you require more information.

Dispatches

+++ Abuse Goes To The Movies

Crack Dot Coms ercade platform game Abuse may prove to be the inspiration for a blockbuster movie. Dave Taylor of ID software, lead programmer on Doom 2 and the soon to be released Quake, is currently discussing tha project with Universal Studios. Dave is joint partner of Crack Dof Com, alongside Jonathan Clark, who programmed Abuse. Quite why Universal would went to produce a movie based on a shereware platform geme is still e mystery to us all, Equally mysterious is tha news that there will be a comic book series of Abuse released in the States just before Christmas - there's obviously a worldwide underground Abuse cult terming that we know nothing about. If you want to find out more about any of these mysteries, please cell Gaming Central on 01624 861233.

+++ Cyberia Gaming Challenge
Cyberia Internet Cefé in London is celebrating
ten yeare of on-line gaming by holding e

special Gamers Forum, during which there will be a reflective and 'amusing' look at gaming history. The highlight of the event will be a PC games challenge in which magazine journalists will battle egainst each other. Exactly which game (or games) will be teatured is not yet clear, but Karen from Cyberle Caté says Doom probably won't be included since PC Zone is currently home to Macca McCandless, the DoornMelster™ himselt, so It wouldn't be fair to pit him

against less telented bods from other mags. Fair arough, wa say. The event will be held from 7 to 10pm on 14 Decambar and gamers are invited to come along and cheer on their fava mag (that's us, ot course). Entry is tree but will be by ticket only — it you'd like one contact Arabella on 0171-209 0982 or erabella@essynet.co.uk. For more information contact Karen Durham-Diggins on 0171-209 0962 or kdd@essynet.co.uk.

+++ IBM Wakes Up To Games

IBM is teking Microsoft's cue and plunging into the gene market with a number of releases due over the next couple of weeks. Pro League Football is an American tootie geme in which players can coech their dreem teem, design thair own plays and access more then three decades of real NFL information, Rapid Assault is an all-out arcade action game set in eight environments with over 20 missions. Triple Threat is a three-in-one games pack containing a selection of arcade games. Look out for reviews of these games in our next issue, For more details phone 01753 790700,

Warcraft 2

Tablac Entertainment will be distributing the sequel to Warcraft in the UK. Apart from new multi-player network and modem options, the main improvement for the sequel is the addition of several new vehicles. The battle is now fought on land, sea and air, so players will have to manage and control submarines, zeppelins and battleships as well as the ground units featured in the original game. Untortunately we don't have any in-game shots to show you (hence the intro shots), but the game will apparently be in the shops by the time you read this, so if you're really keen you can just rush out and buy it. A more sensible option, of course, would be to wait for our review in the next issue where of course we'll give you the full tow-down.

If you want more details, contact Zablac on 01626 332233.









"It's the ultimate game for unleashing all your pent-up aggression"

- PC Power

"Could this be
the game to
outquake Quake,
to outdoom
Doom and more
importantly change
the name Doom genre
to Nukem genre."

- Gamesmaster

"The Build engine's flexibility
means that pretty much
anything goes in
Duke Nükem 3D."

- Edge Magazine

"It makes pretty much every PC game we've ever seen -Doom included - look slightly dull. Honestly!"

- PC Gamer

KICK ASS FEATURES

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- Taunt Your Opponents with RemoteRidicule (RemoteRidicule Allows Players to Send Digitised Voice Messages to Other Players During Multiplayer Games.)
- Exotic Weapo : live P you til Pipetombs and Deadly Las retrip omb
- Amazing fully litera tive is Environments. You Can Destroy Everything from Bulling is lights. Monitors, Security Cameras, Windows, Life Ducts, Bridg.s, Was, Cellings, a More!

The future of 3D Gaming Will Never Be the Same

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AT HOME WITH... INTERPLAY



(Above) Descent 2 looks the absolute business...

(Below) While Conquest Of The New World looks, er, a bit like Civilization. HE CHAPS AT INTERPLAY ARE HAPPY and content. Descent has sold by the bucketload, they've signed the rights for the official AD&D licence from TSR and best of all, they've finally finished Stonekeep, which is the game they've been working on for about seventy infllenniums (you can see our review of the game in this issue). While all this has been going on, the various interplay development teams have been working on several new projects, most

of which are looking very

I took Interplay up on its very generous invitation to visit the HQ in Los Angeles to check out its new games. On arrival I discovered that the company is somewhat divided at the moment – literally its offices simply aren't big enough to accommodate all the new staff taken on due to Interplay's rapid expansion. As a result, the teams presently occupy two large buildings, while the search continues for somewhere spacious enough to house them all together.

This should give you some idea of how Interplay has grown beyond recognition over the last couple of years, and from what I've seen of the products currently in development, that trend looks set to continue. Here's a rundown of the new titles currently in development at Interplay, starting with the big one...

Descent 2

Descent was the first game to ever give Doom a serious run for its money. Critically acclaimed, and with massive sales backing up the confidence shown by the press, it turned out to be Interplay's biggest game ever. We had a demo of the sequel, which looked very smart indeed, so it was easy to see why

producer Rusty Buchert was so excited, "I had a very jaded test team working on Descent 2," he said, "They all liked it. Players will feel it's genuinely different to the original."

Well, I have to say that at first glance it didn't really look any different, but then in all fairness I suppose you'd have to play it to be able to tell. It certainly boasts a lot of new features though, including a missile camera, and a suppy Bot (working title) who works with you, exploring dangerous terrain and leaving flares for you to follow.



THROUGH THE KEYHOLE



weapons and the levels are more complex. The presentation has been improved too: there's now an svoa mode, the scenery's been made more exciting with the addition of flowing water and lava, and the whole thing is helped along by a groovy new backing track supplied by Skinny Puppy,

Overall, it sounds like there'll be enough new bells and whistles to keep Descent veterans happy. The game's not due until February, but you'll be able to try the three-level shareware version when it comes out later this month.

Conquest Of The New World

The designers of this game originally drew their inspiration from a strategy board game called Source Of The Nile, though you wouldn't think so to look at it: From the bit I saw of Conquest Of The New World, it looks pretty much like Civilization, the classic strategy game from MicroProse. This is no bad thing of course, but before you all start shouting "Great new Civ game alert", I think that ought to point out that it's actually only similar to Civ at surface level.

For a start there's only five pre-set levels to get through - after that you have to make up your own. To be frank, Conquest doesn't appear to offer much as a standalone game, but that's not the market it's aimed at. Vince DeNardo, the game's producer explains: "The game really comes into its own when played against human opponents across

play and you'll keep coming back to it for a quick half an hour or so."

Conquest Of The New World should be out at the end of January 1996.

AD&D Products:

Blood And Magic

This is the game that impressed me the most out of everything I saw. It's a strategy game that's not a million miles away from Warcraft, except that the graphics are much better and there's a whole lot more to do, Instead of managing resources, you need to keep an eye on how much mana your fantasy characters have got before going forth to take on thine evil foe. This is a very good looking game, with an excellent backing track, and you can bet your life I'll be pouncing on the review copy when it comes in early next year.

Descent To Under Mountain

No, it's not just a spooky coincidence that this game has 'Descent' in the title. This is an all-action fantasy RPG that uses the Descent engine to give players the ability to walk around in a true 3D environment - they can even fly if they've got the appropriate spell, You can choose your own race from any of 40 characters before setting out on a quest to find a magic flame sword, which incidentally is the ultimate objective of the game. The graphics, even at this early stage, are looking impressive and the character animation is shaping up nicely. The similarities to the best-selling Descent game are quite obvious, so this could be a cracker. We'll give you a full report when it comes out in the first quarter of next year.

Dragon Dice

Of all the AD&D products Interplay is currently working on, this one is the closest in concept to the original board game, in as much as you use dice to determine hit points and so on. At the start of play you place your armies strategically on the main playing screen, and then you can zoom in on a close-up of the terrain to get a better look at the combat. The first player to control five territories wins.

\$ 1795 INTERPLAY PRODUCTIONS

SUSSOUNTAIN

Dragon Dice is scheduled to be out sometime in the first quarter of 1996.

Bye bye

Er, that's about it really, except to say that the Interplay PR team (Hi Neal!) did its job extremely well by keeping all the UK, German and French games press supplied with vast amounts of alcohol for the entire trip (though as you can imagine, the Germans and French gave : up trying to compete with pros like us after the first night, bloody lightweights).

For more on Interplay, check out the reviews of Stonekeep and Frankenstein in this very issue; should you need more ' details on any of the titles covered here, give Interplay a ring on 01235 821666. Z

(Above left) I wouldn't argue with this bloke it I were you.

(Above) Descent meets RPG-type bods in Descent To Under Mountain.

(Below) Dragon Dice is the Sort of game that may very well appeal to true blooded retro RPG-ers. Oi! No laughing.



The story opens in the vicinity of the Dreighton Nebula - a strange and eerie region with the reputation for being the Bermuda Triangle of the galaxy. Legends reach back as tar as the early days of hyperspace travel, when early voyagers were lost in the currents, eddies and storms of the Nebula. Ouring the intamous Clone Wars, two opposing fleels completely vanished without trace.

These days however, the area is the subject of amusement by many more experienced pilots and considered only to be the stuff of lolk lore. The temillar Rookie One is part of a scouting team which has flown into the area to investigate the reported disappearance of a number of Alliance craft. Rookie One

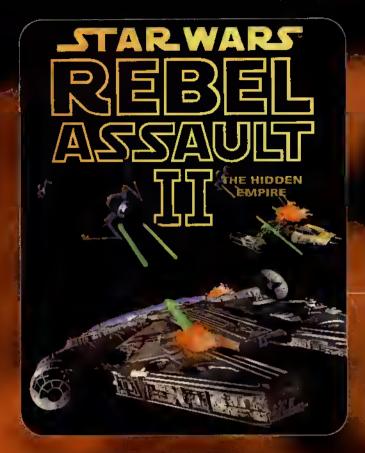
responds to a distress call coming from a ship deep within the Nebular

Upon arrival, Rookie One

have beat him to the scene. The strategic relevance of the area being negligible, Rookie One's suspicions are immediately roused.

As Rebel Assault II untolds, Rookle, One discovers that the Empire are using the legend and mystery of this strange place to shroud a new and highly deadly weapon - and that the forces of the dark sida are once again at work...

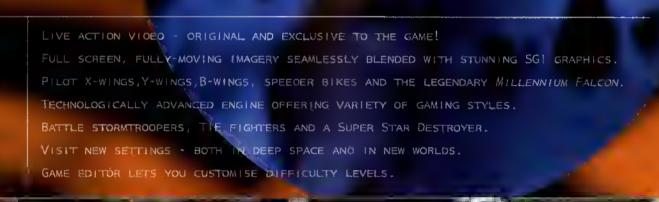
Lucas Arts Entertainment Company presents















COMPETITION TO PENTIUM

hose wonderful people at Digital Integration have kindly given us a Pentium 75 PC for this month's fabber than fab Apache Longbow competition. They're gearing up to celebrate the forthcoming release of two new flight sims in March. And if that wasn't enough, the chaps at D.I are busy working hard on F16 Fighting FalconTM, a superb new combat flight sim which puts you

in the cockpit of the world's most exciting fighter aircraft. Another helicopter sim is

also in the pipeline — HindTM will let you run riot in a Russian attack helicopter and will support up to 16 players on a network. If you're lucky, you could be playing both of these games on a brand new Pentium when they come out. So here's the low-down on all the goodies on offer:



A brand spanking new Pentium 75 multimedia dream machine with 8Mb RAM, a 500Mb hard drive, double-speed CD-ROM drive, 16-bit sound card and Apache Longbow game pack, comprising one copy of the game (which incidentally is the best helicopter sim around and scored a whopping 96 in our October issue), an Apache Longbow T-shirt, a lovely Apache mouse mat and an enormous Apache mug. The combined retail value of this little lot is £1500.







Autimedia kit

2nd PRIZES

We've
got three authentic
flight jackets to give
away, each worth about £120.
Not only do they look incredibly
sexy, they were all made by
military clothes specialists in
Tennessee, so you can wear them
and pretend you're a proper
pilot (if you want to, that is).

PRIZES

et ten *Apache L. yigbow*g me packs to give way to
ten outrageously lucky people.
Each one has a copy of the game,
a **T-shirt**, mouse mat and mug.

Rules

All entries must be received by 1 February 1996 and no correspondence will be entered into. The competition is not open to Dennis employees or Digital Integration employees or their relatives.

All you have to do to stand a chance of winning one of these tabulous prizes is complete the tour questions below, fill in the tle-breaker, and hope that your name is one of the lucky ones pulled out of our special *PC Zone* competition hat.

- 1. Apache Longbow is a game from...
- A. Sainsbury's R. Digital Integration C. John Major's bathroom
- 2. Kind™ is a helicopter game featuring a helicopter made in...
- A. Japan
- B. Soviet Union
- C. Santa's Grotto
- 3. F16 Fighting Falcon™ is due out in...
- A. A minute
- B. March next year
- C. March last year
- 4. The name of the helicopter featured in Apache Longbow is...
- A. Reginald
- B. The Apoche
- C. Conconde

-Postcode
- Date of Birth if under 18.....

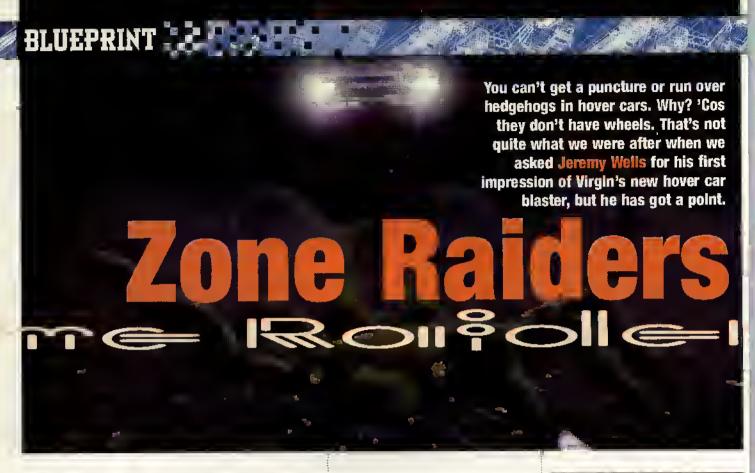
Tie-breaker (to be completed in 30 words or less, BLOCK CAPITALS please)
I deserve to own a lovely new Pentium more than my next-door neighbour because...

.....

Send your answers and witty tie-breaker either on this form or on a postcard to: Pentium Competition, PC Zone, Dennis Publishing, 19 Bolsover Street, London WIP 7HJ.







(Above) The intro and cut scenes are just top.

P YOU'VE PLAYED WIPLOUT ON THE PC (OR PlayStation for that mattet) you'll alteady have a pretty good idea how much fun cars with no wheels can be - unless you live in South London that is, in which case you'll just be pissed off that your cat is propped ap on bricks outside yout honse.

Cars without wheels are cool, not just because they don't get punctures or injure small, prickly creatures, but because they slide all over the place like Damon Hill when he's under pressure from old sausage breath, Cars equipped with guns, rockets and lasers are also a lot of lun, because instead of overtaking ot gently andging your opponent off the track (just like old sausage breath) you can blast them off the road and drive over their pathetic debris.

Luckily, the cars in Zone Raiders fulfil both criteria in that they slide all over the place, making U-tittus and Taking high banked cotners at speed a joy, and they also come equipped with lots of different weapons, including a thing called a mortar of death. But, I feel I must add at this point, Zone Raiders is not a racing game. No, it's a sort of being chased all over the place, being pursued by, well, let's call them pursuers for now, over twisty-turny roads, searching for different things

type of game. In a way it is a race, 'cos you're always being bloody chased by someone, but it's not teally - you're less of a Nigel Mansell and more of a Dr Richard Kimble on wheels (or not, as is the case) and hopefully yon've shaved your beard off.

So why? Why? Why?

Well, Zone Raiders is set in the future after a nuclear war (which is easy enough to work out because the cars don't have any wheels and there aten't any country lanes to get stuck down). and most of the earth is uninhabitable. The surviving residents have banded together and formed the Emetgency Containment Organisation (ECO) which basically consists of healthy beings (ie those not affected by the fall out) and shacked up in what's left of the cities.

Those people with their eyes too close together and two heads (the Raiders) have been banished to the wastelands and prohibited from entering the cities for fear of contamination. As a Raider you must enter the Zones, retrieve, destroy or activate various items and return to the relative safety of the barren wasteland, your ultimate goal being to reach the Freezone (which is the only part of the planet unaffected by the fall out) where everything's jolly.

Product details

Developer: Orbital

Publisher: VIE

Telephone: 0171-368 2255

Format: CD-ROM

Release date: Christmas 95

people's faces don't fall off, babies don't glow luminously in the dark, and they all live happily ever after. C'est tres original, n'est pas?

So what? What? What?

Well, apart from cool hover cars, mass death and destruction, Zone Raiders features 15 different tracks/missions/ country lanes and so on to keep you occupied, day and night-time driving, the option of svga or just plain normal texture-mapped graphics, and a multiplayer network facility for four players.

But you can forget all that for the moment, because all you teally need to know is that it's bloody fast (although not in hi-res mode at present - "because it hasn't been optimised yet"), and the sensation of speed is second only to Wipeout and that skiing game you get in the arcades. As Keanit Reeves supposedly once said, "Get ready for rush honr!" 7



(Bottom row, laft) The game sports the usual in and out of car views.

(Bottom row, centre) The vehicles are based on ancient cars. They don't have wheels, but they do have grenade launchers and mortars of deeth.

(Bottom 10w, 1ight) Fifteen tracks and cars that handle like you Imagine hove: cars would - move over Quarantine, your days are well and truly numbered



THE WORD THE WORD

MAY BE YOUR LAST

ROAD WARRIOR

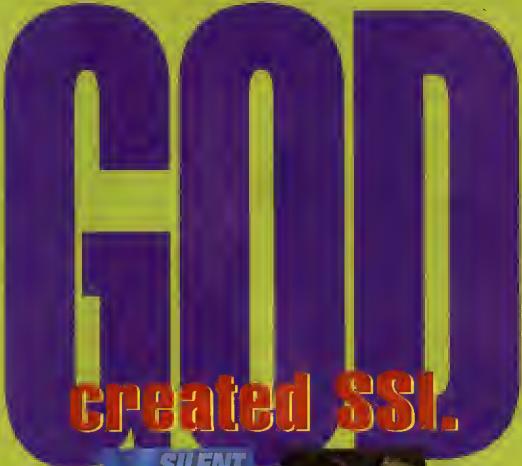
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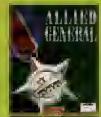
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MINISCAPE U.K. Website: http://www.dayillog.co.ok/mindscape/

ICROPROSE REALISES THAT THERE ARE A LOT OF UGLY people in the world and has decided to take the initiative to do something about it. As luck would questions: have it, it's also about to release the rather super 1. Tom Cruise is married to: Top Gun combat flight sim, which casts you (yep, you) In the role of cheeky chappie and all round good-looking O Mimi Rogers O Mrs Cruise O Nicole Kidman rich bloke Tom Cruise (and let's tace it, this bloke

he wanted). Now, MicroProse isn't offering you the chance to get all truity with Kelly McGillis (or Tom Cruise tor that matter), but it is giving away some rather cool 'good-looking bloke/girlie' apparel that will help you be a hit with the opposite sex - namely a couple of tremendously cool flight jackets and four pairs of 'I know it's dark, but I'm so damn hip' Rayban shades - which when applied will instantly turn you into a lurve magnet. And as if that wasn't enough it's giving away enough copies of the rather top Gold packs to sink an extremely large lile.

could have more chicks than Bernard Matthews if

So what do you have to do to look like Tom or Kelly? It's so incredbily easy - simply answer the incredibly taxing questions below, send in the coupon and you will automatically be entered into our prize draw. The first nine names out of the PC Zone underwear drawer will then be showered with prizes and lurve. -

I want to look like a cool combat pilot and turn myself into a lurve object, but first I must answer these really difficult

Gun Compo. 19 Bolsover St. London WTP 7HJ. All usual rules and restrictions apply. Closing date 15 January. 1996

700

- 2. How tall is Tom Cruise?
- O Really tiny Really short I don't know, but he's no giant

3. Top Gun is a film about...?

- A really cool tirearm Spoons
- Cocky American combat pilots

Check out these wanternal prizes

2 ugiy winners will

- An incredibly cool riving tacket, just like [011]'s
- A pair of 'so damp hip the re not flaybars, just like Tom's
- Copies of Facon Gold Licitie Alir War Gold and Fleet Defendar Gold

runners-up will receive:

- A pair of 'so damn hip they're hot' Raybans, just like Tom's
- · Copies ot Falcon Gold, Pacific Air War Gold and Fleet Defender Gold

5 ugly not-quite-losers will receive:

· Copies of Falcon Gold, Pacific Air War Gold and Fleet Defender, Gold:

Top Gun © 1986 Paramount Pict

ZONE 🤛

BLUEPRIN

The PC is being inundated with utterly fab racing games, and Ram Racer is another one getting ready to jump on the bandwagon. "Hooray!" shouts Chris Anderson.



Kacer

ICROPROSE IS WORKING ON A NEW arcade racing game which looks like it could pose a challenge to Need For Speed and Screamer on the PC. Rum Racer is a "hard, fast and energetic" driving game set in the near future which puts you behind the wheel of some suitably flash autos, and then lets you go and wreck them completely over 13 tracks. Each venue stages (hree different races, which means an astonishing total of 39 tracks to play with.

Arc Developments, creator of the game, achieved this impressive feat by introducing a new track creation tool called Dynamic Track System. What DTS effectively does is alter the track while you're driving on it. So, with 13 tracks to play with, and three DTS variants for each one, you end up with 39 tracks.

This may sound as though each venue has one track which changes a little for the other two, but nothing could be further from the truth - DTS can wildly transform a track by affecting the track surface, placing sliding and rising blocks in awkward places (or ramps and jumps on the track), and in general making the thing a complete nightmare to drive around on.

Additionally, it can further ruin your life by playing dirty - in other words by placing horrendous hazards on the tracks at random, such as spikes (bye bye tyres!), bumpers, catapults, oil spills, fire, pits and all sorts of other stuff.



However, almost by way of apology for

all these nasty (but fun) surprises, the designers have included lots of powertips. There are two types: instant ones, which take effect immediately you pick them up, and timed ones, which last for a set duration. Instant power-ups do nice things like perform minor or major repairs to your car, give you extra fuel, and teleport you round the tracks. Timed power-ups are more of a mixed bag, and are not always useful - it depends on what you pick up. For example, one of these might give you dramatically improved acceleration, or then again it might turn your superfast futuristic auto into the slowest vehicle on the track. They can also make your car invulnerable for a short time, give you an improved ram plate, super thrusts, or give you super tyres or (if you're unlucky) crap slippery ones.

(Above) Ram Racer's cars all look a bit like seriously suped-up dune buggy things.

(Below left) The

texture-mapped

polygon backgrounds

all look superb - but

you'll need a pretty

mighty Pentium to

smoothly.

get the thing moving

There are 15 other drivers to compete against, all of which have their own personalities and colour portraits, and there will be a variety of cars to choose from; exactly how many has not yet been decided upon, but apparently Arc is promising a reasonable number of alternatives. Whatever car you go for, you will be able to 'personalise' it by spraying it with a selection of 32 colours, badging it, and generally making it look utterly awful to everyone in the whole world except you.



The list of features in Ram Racer is almost endless. There are a total of six different views of the action: three firstperson, and three third-person. You can view the cars' HUD from any of these, so you can always see how much fuel you've got and how much damage you've suffered (and by the sound of things, you'll probably need to keep your eye on this one all the time).

You can repair your car between and during races by entering the Auto Shop









Product details

Developer: Arc Development Publisher: MicroProse

Telephone: 01454 326532

Format: CD-ROM

Release date: March 96

screen. This is just as well, seeing as the cars take damage in four different areas, which can either leave your vehicle slightly damaged, pretty much wrecked, or even destroyed. The game also includes a championship mode, which is played out over all the venues; here you accumulate cash which you can then spend on improving your car.

To add even more variety to the game, the weather conditions vary from track to track. You may find yourself driving around in the sun one minute, and sliding all over the place in the snow the next. As if

all this wasn't enough, you can watch replays of all the races and point out to your friends the interesting bit where you stormed ahead at the last minute, leaving the opposition behind in a trail of dust.

It really seems as if Arc has thought of just about everything for Ram Racer, and the graphics look gorgeous to boot. We'll give you a full report when it comes

out in March. Z

(Above) The views in the demo version we saw of the game allowed you to see your car from just about anywhere. Let's hope the final game will let you have as much treedom. (Below) The wheels spin, the background whizzes by smoothly and the texture maps look, er, like quite cool texture maps.





to take up the challenge

I smack in the kisser from a chainmail gauntlet stings your face as well as your pride, but in 16th Century France you took up the challenge or sank into ignominious obscurity.

In the days when shirts were frilly and swashes were buckled, you take the role of the fifth musketeer who pledges to deliver the last will and testament of a recently deceased nobleman to the King of France.

Sounds like a walk in the park? Wrong, It's a tough assignment full of dastardly deeds with diabolical wit and slapstick humour.

You'll love the way it looks, you'll love the way it plays but most of all, you'll love those thigh-length boots and fancy duds.



The Adventures of the Fifth Musketeer

Available on PC CD-ROM.



TWA Climan Solven S.S. - TWA CLIMAN J. Self of Training the Assistant Scholides.

155. Led Let Unit 2: Home Helphalater product at 2: Home Scholing Scholing

We did try and stop Jeremy Wells from making some stupid irreverent joke about Levis and Wranglers, and this time we actually managed to succeed.

Gene Wars



Product details

Developer: Builfrog

Publisher: Electronic Arts

Telephone: 01753 549442

Format: CD-ROM

Release date: January

HEN BULLFROG RUNS OUT OF ideas the world will be a truly sad and empty place. The birds will stop singing, flowers will stop flowering and you'll no longer hear the innocent laughter of children playing, It will probably rain every day and the world will eventually destroy itself through boredom, Let's hope and pray Bullfrog cats its greens and keeps taking mildly hallucinogenic drugs (er, sniffing strong black marker pens and new plastic footballs, that is) and keeps coming up with stunningly original ideas for new games. Because if it doesn't, we're in trouble,

Thankfully, if its latest creation (no pun intended) is anything to go by, we can all heave a sigh of relief and safely assume that Peter Molyneux and his crew walk around with a black marker up each nostril, clutching 99p footballs and chewing broad beans and brussel sprouts. You see, Gene Wars is another spectacularly original and appealing game that you want to play now and have in your games drawer forever. Not only does it look quite gorge, but the story, the plot, the idea – call it what you will (or all three if you like) is quite

top in other words, it's not just another real time Command & Conquer clone, it's a totally original war and resource management sim - with animals.

Let me explain

So what's the gig? Well, like all the very best ideas, Gene Wars is set thousands of years into the future. A band of space travellers (best described as futuristic hippies come gypsies, and thankfully not just another load of Australian dropouts in a clapped-out VW camper van looking for work) inadvertently end up in a hitherto unexplored corner of our galaxy. These space travellers just happen to come from a civilisation which is advanced and peace-loving (so they're definitely not Australians at all) and are therefore a little surprised and saddened (inclancholy even) to find that planet after planet has been destroyed by continual war and its after effects.

As they travel deeper into this star system they come to the conclusion that these decimated, decaying worlds are the result of years of conflict that still continues between four different races, who are battling away against each other for supremacy, and are intent on destroying the other three at all costs.

Being such super-hip peace-loving space dudes, completely dedicated to the pursuit of peace, and also well 'ard to boot, the space travellers disarm all four warring factions and demand they start to atone for the devastation they have wrought, by cleaning up the planets they have destroyed and then working to rebuild the shattered worlds

into nice, clean and healthy habitable planets once more, in other words, "Stop fighting with your brothers and sisters and go and lidy your room!" Slap! Slap! Spank!

Despite hating each other intensely, all four races agree that they really should do exactly what these weird space dudes want or they're going to get their collective arses kicked, so they agree to live side by side in perfect harmony. To ensure that this happens, all access to weaponry is removed and all four of the belligerent parties are left with the means to create both plant and animal life, which they must genetically engineer and then introduce to the damaged environments in an attempt to restore some kind of natural balance to the war torn planets.

On the surface at least, all four races now co-exist, peacefully trying their







(Left) All the creatures in the game were initially designed using 3D Studie. These initial meshes are then transferred to the gaming environment where they are altered according to the measurements et Geep that yeu apply.

33

BLUEPRINT

(Right) Aithough you aren't allowed to make anything that could be used as a weapon, you are allowed to make particularly large and nasty monstles with which to attack the bad guys. Take these huge, mutant, killer, hinja crabs for example. Nastv.

(Far right) The creatures aren't just used for attacking though. Their primary role is to help you build the colony.





best to re-esrablish equilibrium; beneath the smiles and tugging of forelocks, however, they still loathe each other. Old enmities simply cannot be wiped out overnight and deep down each race is still determined to destroy the other three. With no weapons available, the only option is to invent new ones, but if it becomes apparent what you're doing, and the Ethereals or the other

or violence of any kind, is that clear?

But I thought you said this was a war game?

three races realise what's going on,

you'll be for it big time. So no fighting

Well, being just a bit sneaky and all. you decide to biologically engineer killer creatures to dispatch all your enemies for you (I presume that by this point you've realised that you must opt to play one of the four warring races). Should the peace keepers see or hear of it, you can always claim that these killer creatures were just an unforeseen aberration, a genetic freak of nature that went out of control. How were you to know that the cutesy, cuddly, fluffy bunny you created would morph into a rabid dinosaur when you mixed in a helping of armadillo and bumble bcc? Get the picture?

The only problem is, the other three factions have got similarly sneaky and determined minds, and so they too are busily creating their own brand of killer creatures to use against you - the basts! So it's still war, but this time it's underhand and downright sneaky, though of course, no less deadly, Instead of guns, bombs and lasers on the battlefield, it's killer mutant creatures in the jungle, in the valleys, in the lakes and on the beaches - only the faction that creates the speakiest and most deadly creatures will survive, and it's up to you to see that your lot come out on top. War without weapons. Who'd have thought it?

But I want details, details!

I know, but the plot/storyline is pretty important, otherwise it just doesn't make sense. But I'll elaborate. Basically, your task is to genetically create certain creatures and plants (ie any kind of living matter) and assign them to certain tasks. You do this by mixing different kinds of goop (the genetic raw material) with various strains or characteristics of other animals: for example, you might throw in a dash of agility and a sprinkling of aggression and create a long-legged forager.

You then might want to add this to something you made earlier (in true Blue Peter fashion) and come up with an amphibian tree climber, with long pointy talons and poisonous farts (or something) that you can use to go and create merry hell and mayhem in your opponents' stronghold. In fact, the limit to what you can come up with really is virtually endless, because you can cross reference whatever you've made with just about everything else.

However, before you get carried away, you haven't got a completely free reign as each planet contains different terrains and environments and you'll have to develop different creatures with certain characteristics to perform in the specific environments accordingly: te creatures with big feet so that they don't sink in the snow or sand for desert or snow covered landscapes. webbed feet for underwater creatures, long-toed creatures for tree climbers and so on, or they won't perform for you.

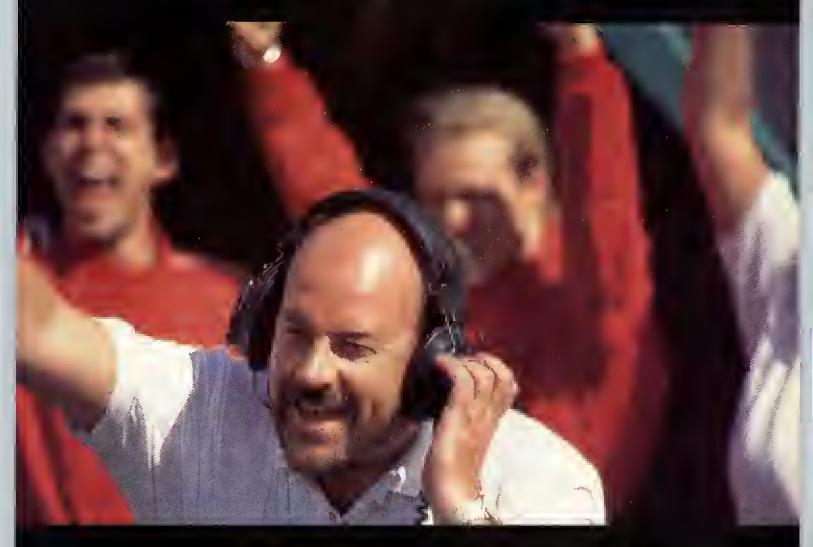
It might sound complicated, but it's actually a lot of fun creating biological killing machines and sneaky, silent, soft-footed assassins. It's not all fisticulfs though, you'll also need to create scavengers and miners to keep you in resources, heavyweight killer guards to protect your base and speedy creatures to carry out patrols and recce missions.

As you'd expect with a game of this ilk, there's a multi-player link-up facility which allows up to four players to play as each of the warring races and compete against each other for total supremacy. However, if you're playing against the computer, expect a hard time. Bullfrog has been working a lot of overtime to get the AI up to scratch, and has eventually come up with a routine that actually learns how you play and comes up with its own tactics to counteract what you're doing and wipe you off the face of the planet.

And that's it, that's really all you need to know about *Gene Wars*, except that it's already looking totally fab and you should do everything you can to make sure you get your hands on a copy as soon as possible, which if all goes well will probably be at the beginning of next year. Oh, and keep sending Bullfrog any spare black marker pens, plastic footballs and brussel sprouts, or we're all doomed. I



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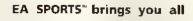
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BLUEPRINT

Cyberia's back, and It looks even more flash than it did the first time round. Chris Anderson gets suitably excited.





Resurrection: Cyberia 2

ow THERE'S A STRANGE THEVO!

Cyberia was pretty good when it was released, but BioForge has since taken the PC world by storm and made it look somewhat dull in comparison. Now Resurrection, the sequel to Cyberia, is about to be released, with adventure bits that look similar to BioForge. Funny that. Of course this could be cause for celebration if the makers of Resurrection succeed in creating a game to seriously compete with the totally awesome BioForge.

However, Derek McLeish, President and CEO of Xatrix (the development team behind the game) is not looking over his shoulder at past releases, but instead is sensibly preparing for the forthcoming onslatight of *Cyberia* lookalikes. He seems to think they've got things more or less in hand. He explains: "We've employed even better cutting edge technology to make

Resurrection the best new game of its type for Christmas. While other publishers are cagerly planning to release Cyberia-like products, we've already raised the bar that much higher with Resurrection." Brave words and, from the demo we saw in the office, this is no idle boast.

Motion capture alert

Resurrection has a brand new combat engine which gives players much more involvement in the arcade sections. Also, there's all-new hand-to-hand combat, so you get to biff people as well as shoot at them, which is quite smart. The adventure sections have been made much more realistic, too. This is mainly down to Xatrix making a late entry into the 'Our motion capture technology is newer and better than anyone else's' competition, which all the software houses seem to be competing in.



Product details

Developer: Xalrix

Publisher: Virgin Interactive Games

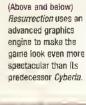
Telephone: 0171-368 2255

Format: CD-ROM

Release date: November

However, new motion capture technology or not, Resurrection looks the absolute business. The gorgeous backgrounds for the shoot 'em up scenes that were so jaw-droppingly beautiful in the first game look even better in the second one. The adventure sections have been given a major overhaul too: you now have complete control over your character, as opposed to simply pressing an arrow-key and watching him wander about all by himself. New hot zones on the screen give you more interaction with the objects in your environment, and you have greater control over the difficulty levels (a good move - some of the action scenes in the original game were nigh on impossible, though admittedly this was partially down to a dodgy control system). To ensure lasting playability, it now has enemies that appear randomly in every new game, so it will seem different every time you play it.

We can't say whether or not all these new features and aesthetic tweaks will turn Resurrection into a BioForge-beater until we get our hands on the finished product. Either way, we've been assured it will be ready for review in time for the next issue of PC Zone. Stay tuned, Z





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And it won't.

Now you can experience, in ball-tingling, scrorum-tightening accuracy (sorry, ladies) exactly what it's like ro fly rhe best fighter plane in the world - with the grearest PC flight sim in the world.

A Eurofighter test pilot who recently flew the sim was wildly impressed: "The only difference is the roll rate - Eurofighter rolls a bit snappier". EF 2000 now execures plane-perfect snap rolls!

The flight options are enormous.

Stooge around and just delight in the fluidity of the graphics and the beautiful map-accurate 4 million square kilometres o scenery. Or fly in-depth missions with breathtaking accuracy.

The AI controlled WaiGen system reproduces a realistic combar environment, filling the skies with thousands of aircraft at any one time.

Or if you can't wair for some action, go to 'Quick Combar' (nor for the faint-hearted!

The accompanying flight manual is a treasure in its own right - giving an insigh



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For current Ocean/DID games contact: Ocean Software, 2 Castle Street, Castlefield, Manchester M3 4L

its darkest hour. again."





to how, why and where the Eurofighter as developed. Every one of the urofighter's amazing attack, flight and fensive systems are faithfully simulated ith incredible accuracy.



71th networking capability for up to 8 lots, wingmen at your command, mid-air fuelling, plus accurate plane and weapons rformance, you're all set to take on and efeat the enemy.

Against the dreaded SU-35 - the best plane the enemy have - you have a slight combat edge, if you fly to your fullest ability. Don't and you're dead meat, SU27s, MiGs, transporters - over 30 different allied and enemy planes - fly in total realism. Ground targets abound - SAMs, gun emplacements, silos, ports, ships, troops, airfields - it's just too much.

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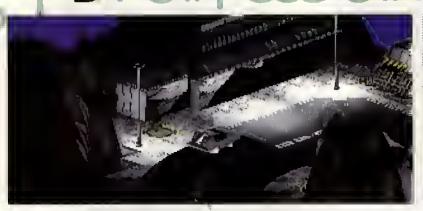
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BLUEPRINT :

Syndicate is widely regarded as one of **Bullfrog's finest moments. John Davison** takes a good look at the sequel.

Syndicate Wars



O SAY THAT THE ORIGINAL SYNDICATE was well received would really be something of an understatement. PC Zone loved the thing so much that our coverline on issue five actually read (and I quote): "Totally amoral, ultra violent and more fun than sex - it's Syndicate," Okay, at that point we were obviously yet to discover the finer pleasures of partaking in certain horizontal

activities, but now that we know all about that sort of thing (and we do, you know) we still think it's ace. Syndicate remains one of the few titles that you can honestly say is a god among games. And there aren't many - Command & Conquer qualifies, as does UFO: Enemy Unknown, and er, probably Formula One Grand Prix - but they really are very few and far between.

After the immense success of



(Above & above left) The graphics engine for Syndicate Wars has absolutely nothing whatsoever to do with the first game. The new view is a fully rotatable 3D potygon-based thing and it looks fantastic.

Product details

Developer: Builfrog Publisher: Electronic Arts Telephone: 01753 549442

Format: CD-ROM Release date: March 96

we describe it? Rloody hard. Totally and utterly, stupidly, ridiculously and inlumanly bloody hard. But people played it, and they beat it. And then things went quiet for a bit.





lot. But this soon stopped when we heard two horrifying rumours;

1) That the game was being developed exclusively for the PlayStation, and

2) That it was going to be more of an action game as opposed to a point and click strategy/action thing.

To say that we (like much of the PC gamesplaying community), wept would be yet another understatement.

The thing is though, the rumours were partly true. The original intention was for the thing to be a PlayStation only product and to be honest, it is shaping up to be a more 'action' based thing. Worry not though, the PC version is now nearing completion and it manages to capture the best of both worlds – strategy and action.

New and improved

The idea behind the game is that things have been trundling along quite nicely since the American Revolt. Eurocorp is now the company that controls everything, and the world population can sleep easy in their beds knowing that big brother is watching and if they step out of line they will get their heads blown off. Hooray for totalitarianism, eh? Anyway, no one would be able to see

if there were any problems because Eurocorp is still using the Persudatron to ensure that everyone stays placid.

Obviously this situation wouldn't make much of a scenario for a game, especially when you consider that you are the head honcho of Eurocorp. So, to add a bit of zing you soon learn that a number of resistance groups are now forming around the world and that the whole thing is falling to pieces. By the third or fourth mission everything goes to hell in a hand basket and, before you know it, there's complete chaos, Hence the ensuing mission structure where you rebuild everything and wipe out anything that moves (or doesn't).

So what's different this time, then? Well, it's all a bit more complicated. For a start you have the option to represent Eurocorp with two different factions of warriors. You can choose to either tow the company line and go with the trench-coated foot soldier types or you can join the church and make use of a bunch of religious maniacs who go around zapping people with weaponry that makes them look magical. Obviously, depending on which faction you go with, the structure of the gameplay alters accordingly. Whereas





(Top left) The lightsourced backdrops really are quita spectacular. Most of the cityscapes are night time features and the use of spot lighting effects is extremely almosoberic. the first game featured extremely linear gameplay where you simply completed one mission after the other – each with a specific goal – this time you are simply set goals. There are 30 cities around the globe that you can travel to and many of the missions could be completed in any of a number of these. For example, you may receive a brief that simply says "go and get some dosh" so you can go anywhere in the world and blow up a bank, if that's the way you think you should go about this sort of thing.

A change in strategy

While the game structure in Syndicate Wars is far more complex than the original, the methods that you employ have octually been simplified somewhat. For example, in Syndicate there was a considerable amount of resource management with respect to your agents. You had to employ scientists to develop new styles of weapon as Well as research the possibilities of upgrading the armour and bionics of your chaps. Syndicate Wars simplifies this by allowing you to just channel money into 'research'. Then, by kidnapping scientists from eround the globe and beating them up a bit, you can convince them to develop new and wonderful 'things' for you.

Aside from this, Syndicate Wars has also eradicated the need for those bar graph things that eppeared at the top of the screen to affect the agents' adrenaline and intelligence etc. Now ell that you have to do is place your agents (or raligious dudes) into specific 'modes'. For example, you can tell them to guard an object or hunt for something, or elternatively you can just stick them in berserker mode, give them a big gun end watch the ensuing carnage.



BLUEPRINT ...

The making of a robot

The strange contraptions that wander around the city were first created in 3D Studio as a 'mesh' before being transformed into a lexture-mapped, polygon-based object which can be moved around the gaming environment. The image below is the weapons system that has been designed for one of the police robots that roams around some of the cities. Objects are drawn in so much detail so that they can be viewed from a distance or up close.





It's not just the gameplay that's been given a serious kick up the backside though. The graphics engine has been enhanced seriously, and while the game still manages to capture the atmosphere of the first game – it's totally different.

For a start the old scrolling isometric viewpoint has gone. In its place we now have a fully 360 degree rotatable land-scape that can be easily manipulated using the mouse. You can zoom in and out of the action and tilt things up and down as well. Basically if you want to see any part of the city you can just twiddle the 'virtual camera' (for want of a better name) and look at things from anywhere. Cool. Gone are the days of the original Syndicate where you could hide behind a building with a very large gun in multiplayer mode and no one would know you were there.

As well as all of this 3p twiddling around, we now also have a fully light-sourced, texture-mapped polygon-based

(Above right) The light-sourcing on the cityscapes is incredibly effective and gives the game a dark and foreboding look.

(Right) Many of the designs – from the cityscapes to the vehicles – have quite obviously been inspired by Bladerunner.

(Below) The video wails feature animations from previous Bulffrog releases, Neat, huh?



environment. Each city is made up of real-looking solid polygon buildings and structures and all of them look different depending on which city you are in. Some of them have huge sky-scrapers, some have intricate road systems, others have Venice-like canalways, but all of them are unique. What adds to the fun as well though is the fact that if anything is standing upright there's a pretty good chance that you can shoot a large weapon of some description at it and make it fall over. And in a very large puff of smoke.

But it's not just the scenery that's polygon-based – even the vehicles are generated using fairly complex, gurushaded polygons. Although not properly implemented fully in the preview version we saw, there is a good chance that the finished game will feature the vehicles from *Hi-Octane* as well as the obligatory collection of police cars and hover-Skodas (or whatever).

From what we've seen, there's a pretty good chance that Syndicate Wars will turn out to be yet another Bullfrog classic. The mission structure is more story-based than before and the gameplay should boast more depth than the basic strategy blastathon of the original game. Hopefully we'll be able to bring you a full review in a couple of months. Z







Red ghost is a superb audio uisual experience

that combines the best elements of action

strategy and simulation in one explosive game

COMMANO AND CONTROL AN INTERNATIONAL SPECIAL FORCES
UNIT WITH OROGES TO ATTACK AND DESTROY AN ULTRA SECRET
MILITARY FORCE KNOWN ONLY AS RED GHOST. THE MISSION IS
TOP SECRET AND MUST BE CARRIED OUT CLINICALLY AND EFFICIENTLY.
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IEWS INTRODUCTION

PC Zone use Gateway 2000 PCs exclusively 'cause they're absolutely tab. If you want any more information about Gateway 2000 machines, you can call them on this number:

800 742000



Looking back

FIFA 96

(EA Sports) Reviewed Issue 33

It has been said in the office that poor old Joremy was a bit lenient on FIFA 96, especially in light of the recent arrival of Actua Soccer (which is indeed a GDD among games). Yes, the graphics are very good and yes, the 'Virtual Stadium' is rather labby, but the gnmeplay just doesn't really have what it lakes. The control system is all a bit 'off' and you don't always leel completely in control. The computer players' At is so advanced in fact that you could quite easily leave the game alone and let it get on with things itself. It was peddled as something of a feature, but we don't believe that for one minute, do we?

HEXEN

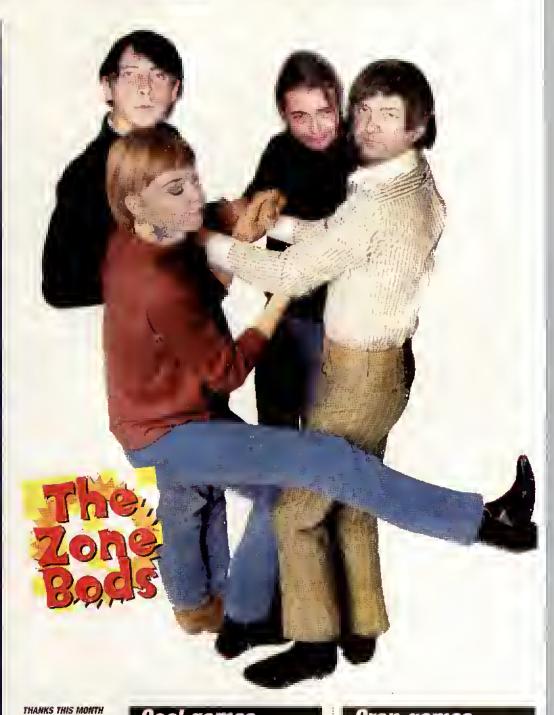
(GT Interactive) Reviewed Issue 33

The more you play it the better it gets. Dkay, it'll never achieve the kudes of Doom, but this really is an absolutely top notch game. You'll find that rather than just reaming pround sheeting things Indiscriminately, Hexen gives you a sense of purpose - you're actually reaming around trying to DO something. The Interactive seenery is wonderful (there's nothing quite like running around smashing windows with your fists) and the monsters and spells are all superb. lf you missed our 36-page leature about the game last month, bolieve us, Hexen really is tops. If you're one of the legions of Doom lans, you'll love this.

DESTRUCTION DERBY

(Sony Interactive) Reviewed issue 33

Apparently lite PlayStation version of Destruction Derby is the fastest selling CD-ROM game of all time - beating even our favourite, the mighly Command & Conquer (which at course everyone NEEDS to own a copy of). The PC version is a bloody smart conversion which we rather enjoyed playing last month - it was, after all, our cover girl. However, once you've played the thing for a tew weeks the novelty does tend to wear oft. – the desination bits got tedious and the racing efement just doesn't have what it takes. In the long run this is going to be something that will probably only really appeal to people with networks,



Steve McKevitt (Gremlin), and his Dad Jim Beaven (Virgin) Doug Johns (Virgin) Jason Dutton

(MicroProse) Santa's Little Helpers

We see hundreds of games over the months but there are a tew that we hang on to and continue to play at funchtime/when we're supposed to be doing more Important stuff...

Actua Soccer

The Dig

Rebel Assault 2

Hexen

Su27 Flanker

There are some games that you can leave in the middle of the room with a big sign next to them saying "please steal me" and you still can't get rid of the bloody things...

Allens: Comic Book

Action Soccer

Fighter Ovel

Cyberbykes

Mortal Coll





THE ZONE SCORING SYSTEM

90+ CLASSIC

Drop-dead brilliant, fab, skill, top, cool, excellent, almost as good as sex... etc, etc. Virtually flawless in all departments and oozing, yes oozing playability.

80–89 RECOMMENDED

Rather jolly super, but just not quite up to it in the sexual conquest stakes. More like a good snog really. One of those experiences that's more than adequate all round.

70-79

A good idea that's been reasonably well-implemented, but not awfully original. A bit like someone coming up to you and saying, "Do you come here often?" The sort of game you'd go for if you were pissed... or a bit desperate.

60-69

Just above average, but absolutely nothing to write home and tell mum about. Adequate presentation, mediocre

gameplay and failing to make the grade in the originality stakes.

50-59

Averagely average Mr McAverage. Any game getting a score around this mark has absolutely nothing special about it whatsoever and will probably be forgotten almost immediately.

40-49

A just about bearable game which notches up a number of crippling flaws. The presentation ain't hot and the gameplay's worse.

20-39

Naff, and definitely worth avoiding at all costs.

20 and below PANTS

Absolute, complete and utter crap. It doesn't get much worse than this and therefore descrives the ultimate accolade... the PC Zone big, blue pants award for extreme naffness.

PC ZONE CLASSIC





(Below) We wouldn't recommend offending the Stormtroopers in Rebel Assault 2 with yet another crap joke — at least not while they're helding all that fire power...



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Since the heroic figures who represent the Rebel Forces in the Star Wars universe tend to be rugged, handsome and ideologically sound individuals, we immediately thought of Charlie Brooker when Rebel Assault 2 arrived in the office. Because there's nothing we like more than a bit of comic juxtaposition.

EFORE WE GET DOWN TO THE nitty-gritty with Rebel Assault 2, let's rewind back to 1993 and remind ourselves of the blistering success of its predecessor, Rebel Assault, er, One. It sold more than a million copies - making it the bestselling PC CD-ROM game of all time and probably did more to influence the sales of CD drives to PC owners than any amount of smarmy in-store sales talk ever could, it looked great, sounded great, contained loads of fullscreen FMV and was so 'Star Wars-y' in look and feel that many a sci-fi fan began to feel sexually aroused when

they first saw it running, it was an industry Landmark.

Et... financially, at least. For a while Rebel Numero Uno sent cash registers worldwide ringing like a red alert in a bell factory, it divided the opinion of gamesplayers at the same time. There were those who loved it so much that they had to build makeshift shrines in its honour in the corner of their living rooms. And then there were those who said it was a swizz, a con, an insult to 'real' gamesplayers everywhere, and wished a pox upon the game and its followers,

Anyway, the two sides bickered endlessly over the game's merit, and although the debate became heated at times, they preferred to joust in the letters pages of games mags or clash in the depths of the usenet newsgroups instead of doing the logical thing: in other words, arranging for the two sides to meet in a park somewhere over the Bank Holiday weekend, strip to the waist, and settle the thing like men. Anyhow, whichever side of the fence you're on, you probably have some

preconceptions about the merits of Rebel Assault 2; that is unless you're new to PC games altogether, in which case you're probably too busy trying to work out what 'full-screen FMV' in the opening paragraph means to have even read this far. So hurry up, slowpoke.

Obligatory plot description

A long time ago in a galaxy far, far away, a noble band of Rebels took on the might of the evil Empire and succeeded in blowing up the awesome Death Star, an immense and terrifying eyeball-shaped weapon of destruction capable of destroying entire planets, thanks to a couple of well-aimed photon torpedoes up its architectural ringpiece. The Empire was, to put it mildly, miffed. So miffed in fact, it set about building a secret weapon in order to finally give them Rebs what for.

And since no weapon can really be kept 'sectet' if you're going to set about testing it somewhere where people may notice (such as the Pacific Ocean), the. Empire decided to begin trial runs of its new hardware in the middle of the





0

CD REVIEW 🎉 🗣 🔎 🔪



Dreithton Nebula – a spooky, scary corner of space surrounded by rumours of weird goings on and the like. Well, this sort of skullduggery really isn't on, so you (yes, YOU), have been sent into the area along with a few chums, to find

emptying endless rounds of laser fire into virtually anything that moves.

Ooh, it looks nice, doesn't it?

Yes, it does. From the offset, Rebel Assault 2 rolls up its

out just what the
Sam Hill they're up to.
Your mission leads you through of Le

Your mission leads you through a variety of scenarios – perilous asteroid belts, one-man assaults on military bases, covert sabotage operations – but somehow things always seem to end up the same way. That is, with you the back of your head and plunges it firmly into a bucket of LucasArts gloss. Sumptnous cutscenes, that familiar rousing score, and a smattering of instantly recognisable icons (Big Bad Darth, Stormtroopers, and a couple of errant R2 units) draw you in before you've so much as picked

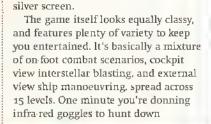
sleeves, grabs



(Left and above)
Stermtroopers don't take the Utterly Butterly challenge lightly.



(Below) Prunes, prunes, I must have some prunes!



and rendered graphics that wouldn't look out of place up there on the



As I've mentioned elsewhere in this magnum opus, Rebel Assault 1 was heavily criticised by approximately half the people who played it. So let's see which of these arguments apply to Rebel 2...

Gripe Number One:

"Il's too linear. You don't have enough control over the game."

Hmm. True. Rebel Assault 2 is also a 'straight line' of a game, but it does allow for a little more freedom of movement. The size of the flight corridor has been increased for the spaceflight sections, and in the on-foot segments, you can now duck, cover, and hide behind piliars and the like. It may not sound like a huge improvement, but an improvement it definitely is.

Gripe Number Two:

"The controls are abysmal! This ship handles like a pig on stilts!"

Ahh. Now this really has changed, the ships in *Rebel 2* handle lar more smoothly. Remember that horrible canyon right at the start of the first game? You know, the one you kept crashing into? Well, it's back in *Rebel 2*, only this time you're in a TIE Fighter and can actually ffy the damn thing properly. At least I had no difficulty, so there.

Gripe Number Three;

"it's not fair. I haven't got a CD-ROM drive for my PC. I can't play it."

Shucks, well there's no change there, knucklehead. Those of you with single-speed drives, however, will also be left walling. It's tough luck, I'm afraid; you'll have to deal with it in whatever way you can. Why not turn to drink? It'll work out cheaper than owning a PC, and you'll meet lots of interesting people. Except you won't know who the hell they are.



CD REVIEW



Stormtroopers in the dark, and the next you're trying to get the Millennium Falcon through a nightmarish maze of tunnels with its chassis and no-claims bonus intact. Movement is fairly limited, and you have hardly any 'choice' over your path; for instance, in the cockpit sections you can steer the ship quite a way up, down, left, or right - but you can't avoid hurtling inexorably forwards towards certain doom as you do so. Think of it as a grand metaphor for life. Meanwhile the on-foot sections are a matter of choosing when to duck and which direction to fire in, It's simple, but it's fun.

Point-and-click adventure

When all's said and done, however, it has to be said that Rebel Assault 2's main appeal stems from its astonishing visuals and high fibre Star Wars vibe. However, as far as gameplay goes, it's a no-brainer, a shoot 'em up with the odd 'piloting' bit bunged in. Now don't get me wrong, I've nothing against mindless shoot 'em ups in the slightest (I've even listed my faves in a panel to prove it), but I know that there's plenty of you who do. More to the point, there's plenty of you who'd prefer to spend your money on games with more depth. If that's the case, stick to X-Wing or TIE Fighter (both of which are far more rewarding than either of the Rebel Assault games).

(Above) Fancy cod In butter sauce tonight dear?

(Right) The Rebeis' fondness for Pop Tarts causes another toaster explosion.

(Below) I feel like dancing, does my halr look alright?



Oh my god, it's a giant ball

If you ask me there's just one flaw with the Star Wars tilms — and that's the Death Star, It just isn't scary enough, I'm afreid, At the end of the day it's a lightly defended, bloated metallic beachball with a bloody big gun inside it. Frankly, If I was in cherge of development at Empire HQ, I think I could have come up with something far more threatening. Here's a few of my suggestions:

The Death Cube

very similar in concept to the Death Star, but with some really sharp corners on it which could give you amasty cut if you spack it a plancing blow.

The Death Foot

A gigantic boot shaped star destroyer that jumps out of hyperspace next to defenceless planets, then proceeds to stemp up and down on the surface, crushing millions of people like ants, demolishing cities and setting off tidal waves. Bloody petrifying.

The Death Face-at-the-window

Utilising the finest nanotechnology, the Death Face contains all the personnel and firepower of the original Death Star, yet is no bigger than a human heed, it's got a really scary face painted on the front end it simply hovers outside the windows of Rebel activists in the middle of the night, frightens the bejesus out of them, then files off into the night, leaving the victim(s) quaking with fear until dawn breaks.



Where are they now?

Ever wondered what became of your particular *Star Wars* favourities? There's no longer any need to stay awake night after night pondering their fates, as here we reveal ell...

MARK HAMILL aka Luke Skywalker

Despite appearing in three of the highest grossing movies of all time (ie the *Star Wars* trilogy), subsequent film roles seemed a little hard to come by for the blue-eyed Skywalker kid — and they nearly elweys feafured him in a sci-fi setting. The dubious *Slipstream* (in which he sports a beard, for chrissakes), comes to mind, Nowadays, however, Hamili is something of a CO-ROM veteran, having recorded voiceovers for *Gabriel Knight*, and taken the leading role in Origin's *Wing Commander* series.

CARRIE FISHER aka Princess Leia

Having fulfilled the fantasies of every impressionable young boy in the world by finally stripping down to a metal bikini in the final Star Wars movie, Ms Fisher also seemed to disappear from view. She's now best known for her prowess as a novelist end screenwriter. She's had a lot of success — Postcards From The Edge, for instance — but all this pales somewhat in light of the fact that she was partly responsible for penning the script for Sister Act — surety enough to make anybody want to smack her in the mouth,

HARRISON FORO aka Han Solo

Um... no, sorry, you've got me there. Can't place him. Doh, the name rings a bell... was he in Three Men And A Little Lady?





F

Duncan **MacDonald** can't even 'manage' his minuscule gas bill payments properly, so quite why we chose him to review F1 Grand Prix *Manager*, in which most numbers have six zeros after



them... well,

Grance Prid

to review this game from the view-point of a pretend Frank Williams and, seeing as how that means I must sadly be patalysed from the neck down, I'm aided (on the mouse) by an imaginary friend called Tufty.

Chapter Ona; a team is born

Frank Williams: Okay, I want to start from scratch, with just a go-kart, set in the '60s with pounds, shillings and pence – none of this bloody decimal nonsense, Click the pertinent icons Tufty, if you would.

Tufty: Sorry Frank, you have to begin in 1995. *Grand Prix Manager* starts from 'now' and goes, er, into the future.

Frank: Preposterous! What can 1 do then? Explain!

Tufty: Well, there are a handful of pteset scenarios, with objectives and time limits, such as winning a constructors' championship inside three years for instance. That sort of thing.

Frank: Yes? Or?

Tufty: Or there's the career mode, with variable difficulty levels.

Frank: Then give me a career, and make it tougher than a two-second steak, Tufty: (Clicks icon) Right, now you have to pick a team. If you want it really hard then I suggest you choose from nearer the bottom of the list, like Sauber or Minardi or something.

Frank: Give me Tyrrell.,, and Tufty, make it snappy, will you?

Tufty; (Clicks icon) Okay. You'te now manager of Tyrrell. See? But you can change the names and stuff. Do you want me to do that?

Frank: Yes, call the team 'Williams' – and change the manager's name to 'Frank Williams'. That's me!

Tufty: But Frank, there's already a 'Williams', up at the top... your real team, like your real life one.

Frank: 1 don't care. Just call my new team 'Williams' as well.

Tufty: But it'll get confusing. It'll be Williams, Benetton, McLaren, Ferrari, etc, etc, and then Williams again,

(Right) There are far more icons to click on than is really particularly healthy!





Frank: I said I don't care, damnit! Change my new team's name to Williams and my real Williams team's name to, er, Benetton. Tufty: (Sigh, followed by click)

Chapter Two: Frank hires and fires

Frank: Trim the design team by five, and lose two of the mechanics – replace them with stupid but cheaper ones. Then spend the difference on another top engineer. Cancel Group Four Security's contract and hire Rod, Jane & Freddy instead. Who are our drivers? Tufty; (Click) Ukyo Katayama, Mika Salo. Frank; Whaaaat???

Tufty; I know, but you'll grow to love them, honestly.

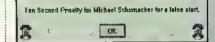
Frank: No I won't. Sack the Jap, drop the Finn's wages.

Tufty: But what about a replacement for Katayama? It's the beginning of the season, it won't be easy.

Frank: Get Superjaw!

Tufty: The programme won't let me – Coulthard's already contracted to your, er, 'other' team. It'll be a similar story elsewhere, too, I shouldn't wonder. Besides..., the budget.





Frank: What about Jan Magnusson?
Tufty: (Clicks tcon) Nice idea, but he's not here. Someone with similarly impressive Formula 3000 stats might exist under a made-up name in the 'rookie' section.
Frank: Go on then.

Tufty: (Click) Didier Blurdeblur, Eric Pantzc, and Barry Buckell,

Frank: Go for Eric Pantze, Offer him two pence for the season, with a one pence bonus if he somehow wins a race, Tufty: Okay. And the test driver?

Frank: Three's a crowd.

Chapter Three: Menu Crazy... Frank: 1 Spend on endorsing outside

products for a high company profile.

Plaster adverts (for anyone, for the right price) all over our cars and drivers.

Check incoming mail—it could be simply a contractual glitch regarding a tyre supplier or new rules from the FIA.

Allocate resource time between internal departments so that a new chassis is available next season while





car parts are still being invented or improved; and I want a better in-car communication system.

5 Build new in house facilities such as a wind tunnel, or a CAD station, to save on rental fees; long term.

6 Get our security people to probe Ferrari - I've a suspicion it's come up with a new gearbox. In fact I've got a list of things for you to do. Here, take it. Tufty: Thanks! Er, but are you sure that letting that tricycle manufacturer use our logo was such a good idea? Frank: Shut up. Just press the buttons.

Chapter Four: Racing Central...

Tufty: Time for Race One of the season. Frank: Excellent, Interlagos. Do we get to partake in the qualifying?
Tufty: Yes, it's all selectable. The options are testing phase one, first round qualifying, testing phase two, second round qualifying, warm-up lap, parade lap and main race. Oh, and you can also have FMV bits. Do you want the lot? Frank: No need., I know that track like the back of my hand, so setting up should be a doddle. Just click on the second qualifying round and the main race: leave the others on auto. Tufty: Okay, there we go. Right, we're in qualifying session two. Oh, look, we

didn't do too well in the first session.

did we? 23rd and 25th. What do you

virtually everything on the cars. And click on some icons. Probably.

(Top left) When each . race is er, raced, you get a nifty top-down view of it.

(Left) The top three

Shucks.

drivers and, gosh, none ol my cars are there.

(Right) Merchandise?

Bloody hell, they think

of everything don't

(Above and above right)

You can pratabout with

CULDUE

want me to do now?

Frank: Lower the tyre pressures. Give me 22 degrees of from wing and 36 at the back - on both cars, inform me when the track's emptyish.

Tufty: I'll speed time up a bit. Ahh! The track's empty now.

Frank: Send out the linn.

Tufty: There he goes. He could be a bit

better though, couldn't he?

Frank: Send out Pantze. Tufty: Aaaah, that's an improvement. He's not going very fast though, do you want me to tell him to step on it? Frank: No, bring him back to the pits... I'm having second thoughts about those tyre pressures. Pump them up a tad, then send him straight back out again. Tufty: He's in the pits, I've pumped them up, I've added some fuel, and he's off again, Hey, look at him gol Frank: That's very good. Tell him to

disregard tyre wear, we might squeeze an extra couple of laps out of him!

Chapter Five: The Race Continues...

Tufty: Mika's improved his grid place by one even though he didn't actually seem to finish qualifying. And Pantze is up to the 19th spot. A two-stop race for both of them?

Frank: Yes. Bring in the Finn on 22 and 42, and Pantze on 24 and 40. Start the race, and speed it up a bit. (Time passes). Tufty: (Lab 18) Um, Pantze's gone crap. Frank: (Lap 25) And now the Finn's car has broken down. Damn That's almost as annoying as Jilly Goolden. Quit the race, I want to go home.

Tech specs

Memory: 8Mb

Processor: 4860X/33

Graphics: SVGA

Sound: All Windows compatible sound cards

Note: Requires Windows 3.0 or above

Chapter Six: Back At The Williams/Tyrrell HQ...

Frank: Check my mail. (Click) Hmmm, the Finn's breakdown was due to a spare part failure. Give the contract to KwikFit, Blimey, the FIA have sent us a cheque... one of our chaps finished 14th. Not bad, Go and see about potential sponsors. Yesl Give ZVM the expensive upper helmet position. Cut the Finn's wages again: that'll teach him to come from such a ridiculous country. (He carries on like this for a trillion years; Williams/Tyrrell eventually go bust after the seventh race of the season. Tufty has clicked on 289000 icons.)

Epilogue...

For the die-hard F1 nut, Grand Prix Simulator is obviously the bees' knees (not that there's much competition). It's a tad fiddly, the learning curve's a bit of a bastard, the manual's not much help, but heyl - all part of the fun, non?

I'll leave you with an unintentionally hilarious coverline from Grand Prix Simulator's in-game F1 NEWS magazine... "Taki Inoue Dominates!" Yeah, right. And I'm the president of Fiji, Z

Score



The best Grand Prix Management sim available... er, but It's also the only one.

Price: £44.99 Release Date: December Publisher: MicroProse Tel: 01454 326532





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CD REVIEW



OUR IMAGINATION. THAT'S WHAT I want you to experiment with today, my little cherry blossoms. I'd like you to close your eyes (preferably after reading the rest of this paragraph), take several deep breaths, think hard and picture the scene at the offices of Interplay some two years ago. I imagine it went something like this:

Game Designer: Sir, sir! I've got this idea for a game!

Boss: Quiet, Jenkins. I'm playing this rather fabbo Eye Of The Beholder. **60:** That's just it sir, it's like Eye Of The

Beholder only much, much better. **Boss:** Better, Jenkins?

GD: Better graphics, better controls, better storyline. Just better, sir, **Boss:** Righto Jenkins, you've got me interested...

And so it went. Of course this being America, the designer's name was probably Jim-Bob or something, but you get the drift. Man thinks up game. Man pitches game. Man gets contract to design game. It's the age-old story. Now then, think on after a year has passed:

Game Designer: You called, sir?

Bass: You've changed your name, lim-Roh

60: Yes, sir. The previous one didn't fit with the theatrical narration.

Boss: I see. How's the game coming on?

Paul Presley once found a peculiar stone in a graveyard that he's kept hold of ever since. He didn't throw it away because he he knew that one day it would provide a poor play on words for this very review. How's that for foresight?

GD: Very well, sir. I'm glad to say it's almost half-finished.

Boss! It's just that, well, there's this Doom thing.

GD: Um, yes sir.

(Above) What? You're

calting me ugly?

(Below) The hi-res

the occasionally

oraphics make up for

repetitive gameplay.

Boss: And it's rather good. Y'all.

GD: Just a passing fancy sir. Nothing to worry about. The flick-screen game will never die.

Bass: As long as you're sure Jenk...
Jim·Bob.

And so exits the designer, a little less sure of himself than before.

Doom won't stick, surely? It's shareware after all, and those games never last long. Of course there was that Ultima Underworld thing... Anyhow, another year passes.

Doom has become so
Indicrously huge it's
now a genre and a
Irundred other
games have all
tried to rip it off.
The designer
and the
boss
meet

once more (perhaps under a bridge or in a park):

Game Designer: Finished, sir. You can go to the press with it now, sir.

Boss: They'll crucify us, won't they Jim-Bob?

GO: Probably sir.

Boss: You said *Doom* wouldn't last. That flick-screen games would never die.

GD: Heh, just goes to show, eh sir?

Boss: It just goes to show. Goes to show.

GD: Sir?

Boss: Someone's for the

chop, Jim Bob, **GD**: Yes, sir.

Bass: You or me,

Boss: You of

GD: Yes sir.

Boss:
Let's face it,
It's you.
GO: You've been
watching that

ZONE 61

Blackadder, haven't you sir? Boss: Don't bother turning

up in the office tomorrow

Jim-Bob.

GD: Yes, sir.

A sad tale perhaps, but one that holds a warning for all promising game designers out there. Never underestimate a shareware game that could very well turn out to be your downfall. The point to all this is, of course, that Stonekeep has now arrived after a very long wait and that it's a flick-screen game.



CD REVIEW 💸 🕦

Strolling along, singing this song, side by side

One of the better aspects of Stonekeep is the multi-character party. As you trundle through the game you'll occasionally pick up an ally, a colort, a Iriend and a confidante. Normally in games of this lik, this would mean you'd have to start controlling everyone, deciding on things like where they stand, how they fight and who. Not so. Stonekeep has a clever little computer controller running the other characters so that while you're busy stashing at the gobiln to your right with your sword, your dwarven chum is busy hacking away at the one on the left will his axe, and you don't have to worry about him. They also have a habit of changing tactics if necessary, although I found that chucking an explosive flask of burning oil at a haptess gobiln that was running away scared to be a touch on the overkill side of things. Still, you have to admire his passion.



« I remember them

Of course you do. Dungeon Master II tried to reawaken the slumbering giant at while back, only to fall at the hands of the Doom all-conquering chainsaw. Now Stonekeep is giving it another shot and, although it certainly looks impressive, plays fairly well and is generally pretty okay, there's always this constant nagging doubt at the back of your mind that says, "What are you doing? This is a flick-screen game. They went out years ago. Stop it at once". And it just means that no matter how good it may be, Stonekeep will always look and feel dated.

That said, its favourable points are that it has a nice, easy to handle control method, there's a wide variety of levels to keep you interested, and there's a thoughtful experience system allowing your character(s) to become more skilled with their weapons the more they use them. On the minus side it's flick screen, the levels are laid out with the usual wandering monster routines that I find incredibly annoying (there's none



(Above right) The action in some of the later levels is literally explosive.

(Below left) This dude looks a bit serious. Must be near the end of the level.

(Below right) The graphics for the gory bits are frighteningly realistic.



Tech specs

Memory: 8Mb

Processor: 486DX

Hard Disk Space: 30Mb

Graphics: VGA

Sound: All major sound cards

Controls: Keyboard, mouse

of the clever social interaction between races and intricate storylines that were shown in the *Ultima Underworld* series for example), it's flickscreen, there's no easy way to identify certain objects – you have to wade through an interminable journal to identify things when you could so easily have just put them over an 'eye' icon or something, it's flick-screen (You may have mentioned this already – Ed.), the stock graphic sources, while nice enough in themselves, soon become very tepetitive indeed and last but not least, it's flick-screen (I think you're obsessed – Ed.).

Stoneybridging the gap

So now you're familiar with the problem I have with Stonekeep - and it's one that you're going to have to make your



own decision on. Some of you may still hanker after those halcyon days of 1993. before BFGs, before plasma guns, before Macca, but for most of us Stonekeep is a step backwards rather than a safe middle ground. Not only is the style of play old, but the internal workings, the very gameplay if you will, is equally past it. Simple puzzles, monsters and mazes no longer do it for us. While the game was being designed. Interplay should have taken a good look at what was happening in the world of games, taken note of the subtleties, the intricacies that other titles showed, and come up with something over and above that which Eye Of The Beholder was delivering all that time ago. Stonekeep is a case of gloss but no substance. Packaging but no innards. Taggart but no Mark McMantts. So why can I smell a sequel on the horizon? Z

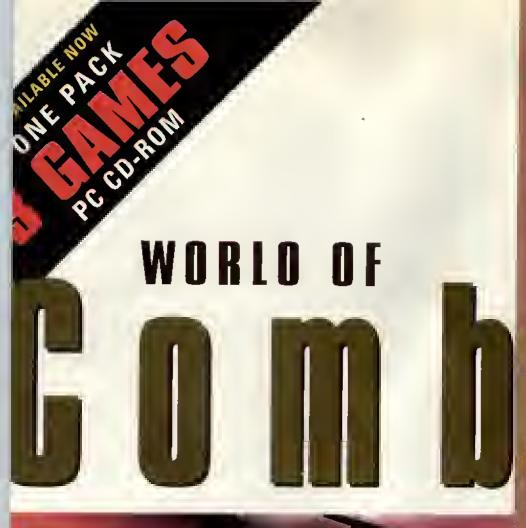




Well, it's better than Eye Of The Beholder...

Price: £44.99 Release Date: Out now Publisher: Interplay Tel: 01235 821666







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graphics aren't exactly the greatest textmemapped doodahs you'll ever come across, the polygon models are very accurate... and very pale blue.

(Right) Hmm.., look at the lovely scenery.



T WAS EARLY IN THE MORNING ON AN internal flight from Moscow to Irkutsk that I saw my first Flanker. Of course, I'd seen the news footage of the big fighter wowing the crowds at Farnborough, but this was different—this was a real squadron aircraft flying a real operational mission. It was so close that I could see the real warshots on the wing pylons, and, gentle reader, I don't mind admitting that I was more than just a little uncomfortable. After all, here was the most lethal warplane in the world about 100 feet away from an elderly Aeroflot TU154, and even

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The Sukhoi Su27 Flanker is a large twin-engined air superiority fighter, very similar in concept to the F-15 Eagle. Opinions are divided as to its looks, but I consider it to be one of the most

though I had flown the same sort of mock intercept myself, it was a funny feeling to be on the receiving end.

Needless to say, the Russian pilot was totally professional. He kept a safe distance and noticeably failed to shoot us down. The rest of the journey was pretty uneventful by comparison, but that one incident has, not surprisingly, stayed with me for a long time.

Enough of this nonsense. What about the game?

unofficially the aircraft is known as

'Zhuravlik' (Crane) by its crews. There, a

piece of aviation trivia to file away. Who says this magazine isn't educational?

high or low, slow or fast, at long range

designed to be able to at least hold its

own in a dogfight, and as a result was

inherently unstable. That means that

it's only the willpower of the pilot, combined with a major chunk of computer, which keeps the thing pointed where it should be, and that means a seriously manoeuvrable aeroplane. Just for good measure, the chaps at Sukhoi made sure that the Flanker could service ground or sea targets just as easily as airborne ones, thus killing off the future prospects of that other airship favourite, the MiG29. (By the way, Flanker is actually a NATO code name for the aircraft, being casier to say and remember than Su27.) The Russians stick to numbers, although

the first Russian aircraft to be

and with minimum fuss, It was also

Okay, you asked for it. I'll say this now so as to avoid wasting your time. If you're looking for a lightweight 'hop in and pole around the sky in a bit of Russian kit' type product, turn the page. This is not – repeat not – for you. If you get excited by the prospect of flying the beacons from Miami to Vancouver in

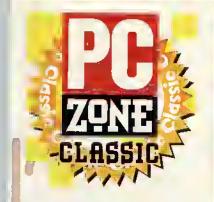
(Right) All of the ground base objects look and behave just like the real thing. They may look simplistic - but they're accurate.

(Far right) The amount of military hardware knocking around in this game is really quite staggering.





(Left) The cockpit, like



your Cessna, you won't even take your anorak off for this, If, on the other hand, your candle is lit by close, intense dogfighting, precision surface attacks, a real-time campaign and certainly the most accurate flight model anywhere, this will make your eyes light up. Admittedly the graphics aren't really that hot, and the world area is pretty tiny, but that's it. There won't be any other criticisms in this review, because I can find none to make.

The flight model is perfect, and there are luckily none of the totally pointless gimmicks which other simulators tend to bring to the party. This means no video sequences; no gorgeous rendered graphic intro; no digitised actors, In fact, nothing apart from a cracking good simulator of a really exciting aeroplane. Actually, I am deceiving myself slightly, because this game does have a major disadvantage - where is the multi player facility? When will companies realise that while playing with yourself can be an amusing diversion, playing with someone else is what we were made for?

What's so great, then?

So, what do you get for your forty five quid? Well, there's no sign of skilfully acted sequences using dialogue from the Inspector Clouseau school of linguistics, no massive rendered intro sequence showing the subject aircraft disassembling all manner of enemies, no intermission cut-scenes of dead and dying Flankers or formation victory rolls. I guess by now you've probably got the picture. What do you get? You get



everything else, Is a sort of naff pale blue coleur and everything Is written In Russlan, Very useful.

exactly what it says on the box: a full spec maximum realism flight simulator based on an unusual aeroplane. You get an enemy who is at least as smart as you and learns from what you do. And you get a scenario which is a little too close to reality. The guys who designed this know their subject; they're Russian, you see, and as such are pretty well in tune with what goes on in the area. You also get a decent product which doesn't need a Ninja pc to avoid jerkovision.

Being Russian, the team wrote for the equipment available to them, which means that the game should still run quite happily on a 386 with EGA, though obviously you get more detail and prettier graphics with VGA and a 486. You even get the chance to fly for 'The Russian Knights' (the equivalent of The Red Arrows) in an aircraft painted right and fitted with smoke generators, as well as the more usual combat sorties.

Flying the sucker

Believe me when I say that this is really rather good. Okay then let me put this into perspective: *Falcon* 3 is generally regarded by allicionados as the benchmark against which to compare other combat flight simulators. *Tornado* has the edge in realism, but falls down in

In Perspective

EF2000

MiG29

Tornado

Su27 Flanker

playability and fun factor. Flanker makes Falcon look like a Sega game, To back up such a claim, I know for a fact that the Fi6 can be a bit of a bitch at times: she will spin, suffer high speed stalls, buffet and do all sorts of unpleasant things if you treat her wrong. Will that happen in Falcon 3? Will it heck. Even with everything on maxo realism, things just don't go pear-shaped like they should. Flanker gives you high and low speed spins, flameouts, buffet, compressor and high speed stalls, you name it. You even get equipment failures, if you wish to include them, and the weather can be programmed in as well. This is a heavyweight product, make no mistake about it. In fact, this is probably the new benchmark for folk who get off

n

(Left) Although in theory it may sound like a naff idea, the wingtlp tralls give you a tremendous impression of speed.









flying combat sims (except for the lack of networking, of course).

So there you are, sitting on the piano keys at the end of runway 27. You take a look outside to see everything where it should be: the surveillance radar turning on its mast, the GCA radar nodding up and down, just as normal. Hang around long enough and a GRU guard will probably come past with his dog. This is reality with a capital R, although the graphics are still a bit second generation. Push the throttle and see everything bump about as you gain speed. At about 50km you forget that this is just on a PC and actually feel the bumps in the runway, 250km and you gently pull back to get airborne; you feel the clunk as the wheels retract, You are in the cockpit of an Su27, and the sky is your playground. I'll swear that you can feel the thrust pushing you back in your seat. As you climb out, waggle the stick around to see what happens and you'll find that you get none of the computer jet responses of

(Above) Why do those buildings look like lots ot cereal packels all lined up on a snooker table? Oh, they're houses... oh, yeah, right.

lesser simulators - instead you get the progressive response of a real aeroplane. Switch to the outside view, kill the burners and pull back hard and you'll see the stabilators turn and the vapour stream off the wing root extensions. You'll also see the way the aircraft pushes wide in violent manoeuvres, just like the real thing. Do this too hard and you'll see the high speed stall develop, followed by a spin, Gentle people, this is a serious simulator, and deserves to be treated as such.

Life beyond flight models

Yes, there is more to this product than a fancy flight model, although that is the crux of the whole thing really. There are loads of pre-generated one-off missions. ranging from free flight and training



through to full-blown unlimited warfare, as well as the opportunity to fly acrobatics with Anatoly Kvotcher, possibly the best jet display pilot ever. Better still there is a detailed and fairly intense campaign option. The story behind this is the desire of the Russian government to reclaim Ukraine from the Ukrainian government - or at least, that's it in a nutshell. You can be Russian and fly against similar kit to your own, flown by similar pilots with similar training, It all gets pretty hairy. Throw in UN observation flights who will respond with maximum force if you even lock them up, and the whole lot becomes very exciting indeed (you'll get used to the rather neat ejection sequence quite quickly, I'm afraid).

The real icing on the cake is the facility to design your own missions, combat or otherwise, from scratch and save them for future use. You can also record your performance for post mortem if you so wish.

No frills then?

Well, that depends on how you define frills. Certainly, there are a vast number of really neat touches which set this apart from other simulators of this genre. For a start, the cockpit is in Russian - all of it (but don't worry, numbers are the same, and the manual explains where everything is). But the HUD, weapons the symbols, everything is in Cyrillic script, and damn fine it







SU-27 Flanker from Mindscape is one of the one of the most advanced flight models ever Produced by Russian ex-pilots it features and is a real competitor for DID's EF2000. most realistic flight simulations ever!

GROUND	
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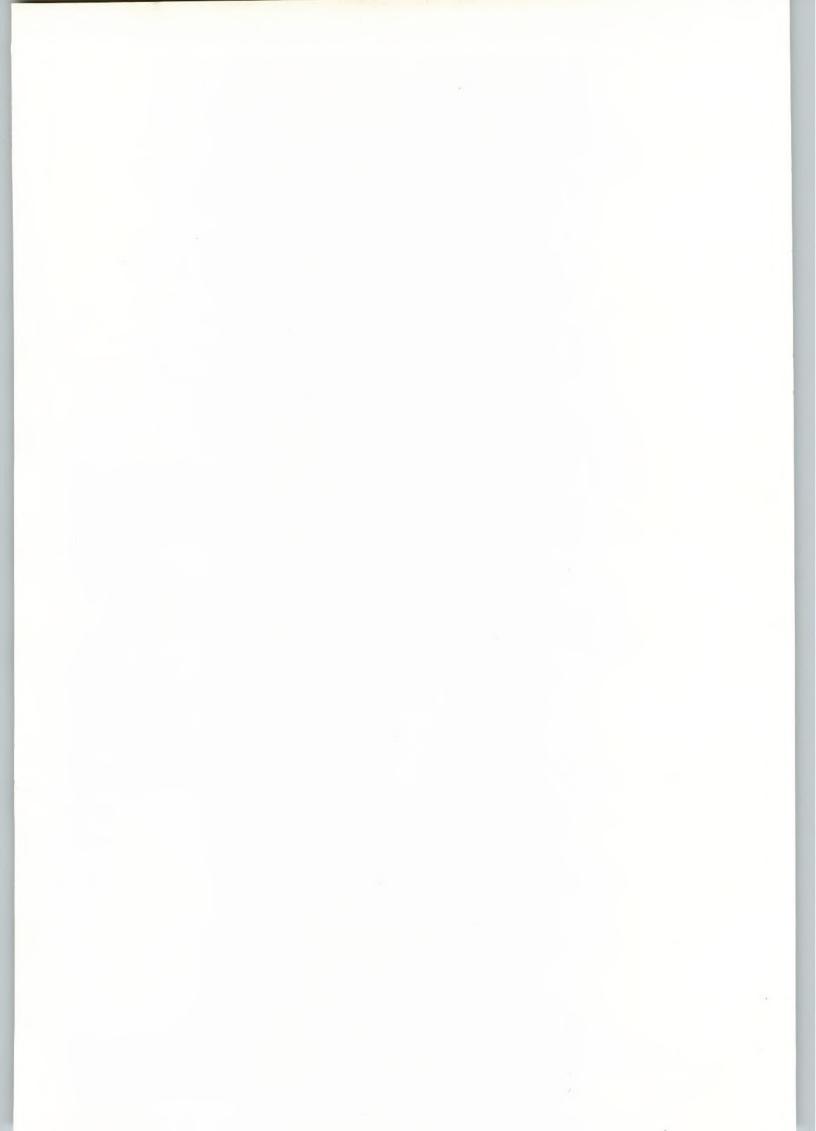
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CD REVIEW



(Right) Once you get used to them the graphics are actually rather super... It's also the first example of this sort of thing running under Windows 95.

Chase+ Su-27 He 170 Cin: 1 12:02:28

You get the normal padlock view of a locked target, with or without the helmet-mounted sight, and you get all the added benefits of using that with latest generation missiles. In case you weren't aware, that means that you can lock up the enemy when he isn't even in front of you, and engage him way outside normal firing parameters. Of course, you also get the IRST system known and loved by MiG29 pilots, which means a BVR lock without the other guy even knowing you are there.

looks too.

None of this is particularly different though, although it is better executed than most of its rivals. What really sets this apart is the level of detail to which the project team must have gone to get things so right. There is a table of essential and non essential parts which given a mean time between failures for the campaign or set to default, or turned off if you are feeling chicken. When you fire the cannon, the aircraft bucks. If you drop bombs you actually lurch slightly upward on release, If you fire a missile the aircraft pulls slightly to one side until you fire a second to even up the drag. In short, the frills are all you could ever need for a proper simulator.

can be

So don't sit on the fence, what do you reckon?
Well, the lack of a network or even

serial link multi-play facility is a disappointment, and will ultimately affect the long-term appeal of the product. Despite that, though, this is at least as good a flight sim as Flight Unlimited, and you get to shoot at things too. The graphics are nothing to write home about, and to be honest if you were raised on a diet of Strike Commander, Fleet Defender and TFX, you will be unimpressed by the visuals. But I urge you... no, I implore you - get in and fly the sucker. If you have any soul whatsoever, inside a minute you will be won over by the sheer brilliance of the flight model and the aircraft dynamics. If you're into real simulation. this has to be the one for you. If you want action, love flight sims but only have a lower spec PC, this will be fine. If you want to run Windows 95 (and indeed, why not?) this works a treat. Bottom line? Buy it and read the manual, then just enjoy it for what it is. You will not be disappointed. Z



Version reviewed: Windows 95

Memory: 8Mb

Processor: 486DX2/66

Hard Disk Space: 8Mb

Graphics: SVGA (VESA/PCI recommended)

Sound: All Windows 95 sound cards

Controls: Joystick, keyboard, mouse

(Below) Even the ships are modelled pretty accurately. Again, no texture maps, but who cares?





Add a network and I'll give it a top score of 100.

At least.

Price: £44.99 Release Date: Out now Publisher: Mindscape





0

CD REVIEW ...

(Tep row, left to right) **Defender:** The greatest shoot 'em up ever – it will never ba beaten. **Robotron 2084:** One of the fastest shoot 'em ups around. Single screen, teally simple graphics. The arcade mechine had two joysticks: one for moving and one for your gun.

Stargate: Defender 2: The second greates! shoot 'em up of ell time. It scrolls, it has loads of features, it's major league spooge-worthy.

(Bottom row, left le right) Joust: One of the best two-pleyer gamas available. Single screen again, you sit on a flying ostrich thing and jump on people's heads. Top stuff. Bubbles: Weird, Set. in a sink, you mova around picking things up. The werst graphics of the bunch but remarkably playable. Sinistar: A screlling esterolds thing, in colour. More than just shooling, you have to collect crystals as well.















Arcade Classics

Remember the good of days? When men were real men, women were real women and games were real games? John Davison does, and is dead excited about the new CD from GTi.

H, THE GOOD OL' DAYS... CHARACTER graphics, weird gurgly sound effects and gameplay from god's very own genitals. Sod your texture-mapped polygons and poncey Gouraud shading, the early '80s were where it's at for blasting small, oddly shaped, brightly coloured character graphics into sparkly smithereens.

Arcade Classics from GT Interactive is a celebration of some of the finest games from this golden age. Featuring six different Williams arcade machines, this is possibly one of the most playable 'retro' games packages around. Unlike products such as Microsoft's Arcade, Arcade Classics has been produced using a very different approach. Rather than just coding something very close 10 the original, the chaps at Williams have produced an arcade machine emulator and simply taken all of the original arcade code and stuck it on the Cp.

So whaddya get? Joust (cue tumultuous applause), Bubbles (cue slight indifference but mild interest), Sinistar (cue look of bewilderment followed by surprise that you actually remember it), Robotron 2084 (cue intense jumping up and down), Stargate: Defender 2 (cue intense spooging), and finally – wait for it – Defender (cue the biggest puddle of spooge you have ever seen in your entire life, complete with fireworks, grunting, groaning and much pleasure). What more could you want, ch? Okay, you may not know them all, but from the reaction it's gathered here, the £29.99 asking price is worthy of Defender alone.

This really is an excellent package and of all of the 'retro' packs. I would imagine that this would be the most popular. Forget your Atari VCS Windows 95 nonsense, this is the thing to have. Obviously it's going to appeal to people who were actually playing these things back in 1985 or whatever, but there are a lot of us about. "It's so bloody hard!" seems to be the one thing that everyone

Tech specs

Memory: 4Mb

Processor: 386 and above

Hard Disk Space: 4Mb

Graphics: VGA

Sound: All major sound cards

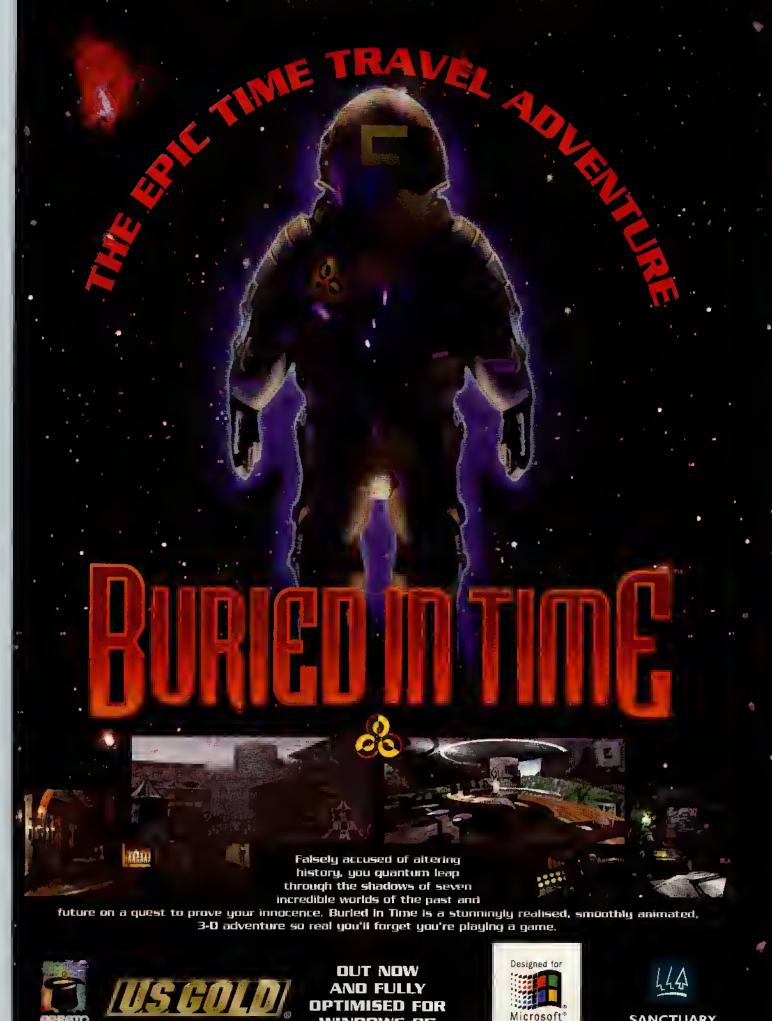
Gontrols: Keyboard, joystick, gamepad

acknowledges. Yeah, yeah, the graphics look awful on absolutely all of them, but it's the gameplay that counts. *Joust* is still one of the best two-player games around. It looks naff, but sitting on an ostrich and jumping on people's heads is just incredibly satisfying! **Z**



Price: £29.99 Release Date: Out now Publisher: GT Interactive Tel: 0171-258 3791





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Sensible It's soccer. It features teams from all over the world. And it's from Sensible Software. **Patrick McCarthy perfects the** World Of Soccer

"...And it came to pass that on the seventh day God didst look about him at the empty lands and didst say unto himself: Let There Be Sensi. And lo! There camest unto the land a creature that wath like no other, almost a veritable god itself. And it wallt called Sensi Bul-Soqqa. And there wath rejoicing among the underclasses, who didst worship it, yea, though it were a chick with huge breast implants or something. And there wath weeping among rival software companies. And shares in joystick companies didst skyrocket...'

> Dawwen; II, xl, 23-29; The Book of Sensi

T'S OVER A YEAR AGO THAT WE RAN A Blueprint on Sensible World Of Soccer. just think how much has happened in the world in the interim: our glorious Prime Minister resigned for a few days; the French decided to re-design the gene pool in the South Pacific; and Gary Neville mysteriously became a better player than Rob Jones; while the sweeping tide of mighty world events ebbed and flowed, while old people in local newspapers 'fell asleep' and were replaced by 'little ones', while all our lives were enriched no end by the coming of the TV adaptation of Pride And Prejudice, the finest minds at Sensible Software were busily working, working, working, on the PC version of their finest creation.

And now it's here, and it's exactly the sodding same as the Amiga version. Well, all right... they've added some animated cut scenes. Obviously, we'd much rather they spent time and



Tech specs

Memory: 4Mb

Processor: 386DX

Hard Disk Space: Minimal

Graphics: VGA

Sound: All major sound cards

Controls: Joystick

money doing this than expending any effort on improving the game, and they've made a very wise decision. And the matches have 'commentary' - a collection of intermittently bellowed cliches that do nothing for the game whatsoever. All the latest major football releases, both arcade and management, have featured commentary by famous commentators that adds something to the atmosphere. Sensible has done it on the cheap, and badly.

But other than that, it's the same game: there's a player-manager career option, with teams from virtually every league in the world. Unfortunately you can only play it in single player mode. In multi-player mode, all the previous versions' competitions are back, with European Championships, World Cups, etc, and customisable leagues and cups which allow you to combine teams from anywhere in the world.

set plays.

(Below) Look familiar? The enly real 'improvement' here is a rotating 'S' In the corner el the screen and the cutesy crowd.

(Below left) The team set-up scieen is very cemplehensive and allewe yeu le davalep detailed tactics and

Big deal. There are three main problems with the game: the good teams are far too fast, it looks crap nowadays and the management side is token, to say the least. You can design formations and trade players, but it's hardly Champiouship Manager, We can forget the once-cherished idea of the perfect combination of management and arcade game, It'll never work. And Sensible Soccer itself has had its day. This is a one-year-old game, which was surviving on its gameplay even then. It's been superseded. Z

"...And God didst see that the one who wath called Sensi had been spilling his seed upon the ground for far too long. "Hey, tosser," spaketh the Lord, "Stop wanking around and do something worthwhile." But the creature didst merely laugh a hideous laugh and speed up a bit. So the Lord banished it to the Land of Fondly Remembered Gimes. Then didst he snatch from its greasy grasp the Magickal Ankh of Spleudid Football Software, and gave it to someone else..."

> Dawwen; III, vii, 12-19; The Book of Actua





Actua Soccer

Patrick McCarthy and Actua Soccer. One's very good at what it does. Can you guess which one?

(Right) The motion captured pleyers both look and move guita superbly. It's pratty guick too, even in hi-res mode.

(Below) At last — a game with an intelligent control system. When the errow flashes you're in range to shoot, when it's square you can square it into the box, and when it's a star you can do a first touch move. Simple and effective. A good thing.

(Right) There are eight different preset cemere angles, but you can basically move the 'camara' wherever you like — aspecially good for replays. This is a very good thing.



that Andy Cole was the one centre forward that Terry Venables simply had to pick for the England team. Now, just a few short months later, it's Les Ferdinand. Which seems to indicate that all you have to do is join the much-hyped Geordie funsters to become the best centre forward in the land, and have the press howling on your behalf.

Similarly, it seems like only yesterday that the majority of the computer games press were howling about how the cross-format advent of FIFA Soccer was only slightly less world-shattering an event than the second coming of the Messiah. And yet this year, nobody seems to give a stuff about the latest version of FIFA. One reason for this is International Superstar Soccer, a game on the SNES which pissed all over the first version of FIFA, and which has just been released in a Deluxe, mega ninja bastard version that makes it the finest football

game on the planet bar none and wraps up the console market, in one fell swoop consigning every other console football game to oblivion (a town in Ecuador).

In the PC area, though, for all the fuss generated by some of the games released over the last year or so, there was still very little choice: Sensible Soccer, with its occasionally dodgy scrolling, its distinctly retro graphics but simple and appealing gameplay, or FIFA, with its lush visuals, scrolling that simply couldn't keep up with the action and players who took your input, via the control device, as a starting point for negotiation rather than an absolute command. But now, finally, the PC has a decent football game to call its own – and Actua Soccer is that game.

Tech specs

Memory: 4Mb (8Mb for commentary)

Processor: 486DX

Hard Disk Space: 21Mb (minimum)

Graphics: VGA, SVGA

Sound: SoundBlaster and compatibles Gentrols: Keyboard, mouse, joystick

Excited gasps

Well, there's no point in dragging the thing out, is there? Actua Soccer is the best football game currently available on the PC. That's that, really. You don't even have to bother reading the rest of this review if you don't want to.

Details, details

There's no one thing that makes it the best - it's a combination of factors. The graphics are good and the pitch swirls about to smoothly frame the action as you play, thanks to more cameras than the average outside broadcast unit. They don't blow your mind, they just do the job very well. The outfield players are based on motion-captured animations of Andy Sinton (don't let the idea of playing with teams made up of Frank Skinner lookalikes put you off) and Graham Hyde (which explains some of the tackles) while the goalkeepers are based on Chris Woods. (Insert your own Chris Woods joke here - try something along the lines of them never coming off the line, or letting in last minute goals in Cup Finals, or something like







proper sky for you to gaze at during moments of solitary reverie, you can see

that.) Obviously, they had to get Messrs Sinton and Hyde to pretend they know what to do after scoring a goal for the celebration scenes, which is why they don't quite have the ring of authenticity.

Anyway, there are stacks of pre-set camera angles, including a good old isometric view, for you to watch the game from, some of which move automatically to frame the action, Most of them can also be adjusted up and down or zoomed in or out with the keypad, If none of these are quite right for you, however, there's also a very handy customisable one. When you combine the available camera angles with home stadia that differ from team to team, pitches that look different according to the weather conditions, and even a

Barry Davies: England's Number Dne

graphics front.

that there are no problems on the

The sound is equally good. First of all there's the commentary, provided by the admirable Barry Davies. There are those who prefer John Motson, but then there are also people who like to buy their clothes in their local Woolworths and drink Carling Black Label. The majority of right thinking people agree that Mr Davies is far and away the best commentator in the country – if nothing else, at least you get an opinion from him from time to time, and he



(Left) Players tend to move into space well, mark the opposition, get into the box and so on, which means you're encouraged to pass the ball, use your wingers and develop some kind of tactics.

You can also make two kinds of tackle -- stick your boot in or an all out sliding tackle, but time It right or you may see red. And when receiving long passes you need to control the ball before you do anything with It -- Tony Adams take note.



Actua boasts a network option, with the facility for 20 human players to take control of a player each (the goatles are always controlled automatically). This is, frankly, nothing short of a licence for petty vindictiveness, an invitation to mayhem and a complete laugh. It's entirely up to you whether or not you want to play 'properly', staying in position and waiting for a decent pass, or just pile into a general free-for-all and turn it into the computer equivalent of The Wall Game. And it's guaranteed to bring back those childhood insecurities, either wondering whether or not you'll be picked last, or how you're going to avoid picking the kid with the limp and the patch over one eyeglass on his spectacles without hurting his feelings.





Each stadium in the game has its own layout, with different arrangements of seating and tiers. Some even have rows of empty seats. Presumably the two teams involved don't have the pulling power to get those fans through the gates, despite showing pornographic films of Jennifer Ehle and the puppy from the Andrex advert at halt-time. What the stadia all share, though, is a bloody great video wall in one corner of the ground, placed there especially to show any controversial match incidents again and again until the crowd are driven into a frenzy at the injustice of it all, storm the pitch, and shoot the offending reteree in the head with a revolver, in scenes that hark back to the worst excesses of the Vietnam war. This doesn't happen very often, though. Anyway, here we can see the magnificent Priestfield Stadium, home of the mighty Gills, in all its glory. If you put your ear close to the page you should just about be able to hear the crowd indulging in a spot of community singling. You should find that the song in question is the traditional 'Who's the bastard in the black?'.

CD REVIEW CONTRACTOR OF THE PROPERTY OF THE PR



(Above) Each player has their own stats and is individually rated (as is each team). National squads are pretty accurate - le choose Spain if you're rubbish, England if you feel like a challenge.

(Above right) The goal keepers are a bit crap, but that does mean you can score some pretty spectacular goals.

doesn't suck up to the big clubs.

Needless to say, his commentary is the best of any arcade game, and is made more realistic for being slightly less event-driven than most; you get little whimsical asides and all-purpose comments scattered between the descriptions, which add a lot more authenticity to it all. But I should just mention the one little problem I found with the commentary - when you substitute someone in a game, you don't expect to hear their name again in the commentary afterwards. Still, eh?

The crowd noises, too, are good and go a long way to add that all important element, atmosphere. Excitement builds with the action and even really crap shots draw a collective "Aaaaaaaaagh!" of contempt. You can virtually hear them burping up their pre-match beer, chewing their cold, non-specific meat pies and sputtering their tepid Bovril up their noses when you decide to drop your virtual shorts and show them your harley Davidson tattoo. (Blimey! It really must be bloody good! - Ed.)

Options

As far as the variety of gameplay goes, Actua Soccer doesn't have as much to MARIANE AND STATE OF THE STATE



offer as some games, with nothing but national teams to choose from. Still, at least they're comprised of real players. There are league and Cup options, and of course friendlies. The league offers a fair degree of longevity, with the 44 teams being divided into three leagues depending more or less on world seedings (Brazil, Germany, Italy and the like in League A. England in League B, etc), with promotion and relegation at the end of each season.

Imperfections

It isn't perfect, though. There are a few minor faults that need working on, and hopefully the next version (if there is one) will do something about them. Firstly, the computer selects the player nearest the ball automatically for you. This isn't an unheard-of control method in a football game, but this particular example needs a bit of work: it's very frustrating when you want to make a tackle and the control flicks back and forth between two different players so you can't commit yourself with either.



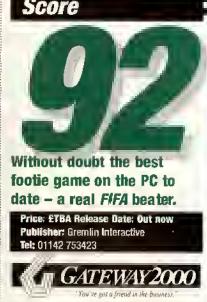
In contrast to FIFA, which has 38 different key or button-combinations and virtually needs the combined digital dexterity of a touch typist and a harpist just to get someone to make a pass, Actua is controlled entirely with various combinations of just two buttons. That's not to say that the game's simplistic: using artful combinations of the two buttons, you can do everything from dummy passes and curved shots to kicking taxl drivers' doors in and copping oll with chicks with really, really long fingernaits, And unlike some games, it actually encourages you to play in a close passing style that would please even Cloughie himsell.

There's also a problem with the "first time" facility. Basically, you can press a button in advance of receiving the ball and your player will hit a shot or pass first time. Unfortunately though, it's not entirely unknown for a button press intended for another player to 'carry over' to the next one, causing them to do something disastrous when you can least afford them to. And the goalies never really seem comfortable with shots that bounce on or about the sixyard line. (Obviously they're big men who seem to have trouble getting down to the low ones, which is what happens when you pick Chris Woods.) It's almost like they're just too busy being wellanimated to move quickly enough to make the save.

Still, musn't grumble

But these things are but minor irritants when compared to the lact that the PC finally has a graphically strong, aurally entertaining and very playable arcade football game. No seriously, it has. Honest. Try it and see if we're wrong. Z





(Right) Presentation Is top class - the menu system is easy to use, the commentary Is brilliant, and even the music (a kind of Lightening Seeds rip off) is pretty lab.



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Wipeout

"Why pout? Because sometimes merely sulking isn't enough," sald Patrick McCarthy, trying to get out of making the tea again.

ne or two of you – nor Many more, admittedly – may well have heard of a new games platform called the PlayStation. And on that platform you might just

And on that platform you might just have heard of a game called *Wipeout*. No? Well, that's probably because it's quite an obscure game. I mean it's not as if you could just walk into any games shop in the country and see it being played on big screens by hordes of screaming brats, or anything. It's not even as if several million of you are probably gagging to play this

game after seeing it on the PlayStation. (Yes it is – Ed.) Ah. I knew it was something like that.

Scenario alert

It's 2052 AD, and the world's most popular sport - more popular than the Olympics and the World Cup, it says here - is anti-gravity racing. Now, if this involved watching people running down corridors in outer space trying to crap into a floating bucket, I might believe it, but anti-gravity racing with floating cars? Nah. Minority sport.

Anyway, these ships have been developed despite obstruction from corrupt governments eager to push expensive petrol at people, and antigravity machines have become the answer to everyone's travel prayers as well as excellent ways to tear about at dangerous speeds. To sum up then: hovery racing game, six tracks, four types of craft; stuff to shoot at people, bits on the track to speed you up. Blah blah. Yackety yackety.

The circuits

There are six circuits in all. When you load them, you'll see all sorts of details about each one, including three views (profile, plan and perspective), the circuit length and maximum elevation, and even what the surface is made of (a little irrelevant, given that you never actually fouch it),

Altima VII – Canada

The first track you'll use in Championship mode, and one of the simple n straights; fast, sweeping curves and an annoyingly narrow time.

Harbonis V – Japan

Very countrysidey, with a second in feet in titan um. It has long downhill segments with small jumps and lots of smooth curve.

Terramax – Germany

Very last track, with two large jumps and a peculiar section that to the section of the large jumps and a peculiar section that to the section of the sectio

Korodera - Russia

Carbonic Iron? A long Irack, it's the lirst to other you a choice of routes around something, and has a verticities 'leap of faith' that, the first time you drop off it, will have you in a total panic.

Arridos IV - USA

Blasted sandstone things start to get a bit tricky here (as it they weren't already); two big jumps, bumpy bits and dark, scary twisting tunnels.

Silverstream - Greenland

Aka the nightmare track. A circuit of artificial crystal, its hugely twisting curves, massive rises and talks and plethora of alternative routes and sharp bends mean t've never got above severally place.







There's a Championship mode (race the other seven pilots, get in the first three to continue on each track) which, if you win, allows you to play at the harder level; or you can have one-off races and time trials.

Control freaks

Let's get the moans out of the way, shall we? Basically, it's a bloody hard game even at the easier of the two levels. For a start, opposing computer-controlled craft are extremely aggressive; they try to block your passage (oo-er) by running you into walls, pushing you off the racing line and out of the way of the power-up grids. And true to the

tradition

Tech specs

Memory: 8Mb

Processor: 486DX2/66

Hard Disk Space: Minimai

Graphics: VGA

Sound: All sound cards

Controls: Joystick, keyboard, mouse, joypad

of all driving games, when they hit you, you stall or spin upside down, while they whizz away unharmed.

Then there's the tracks: they're fiend ishly designed and take a long time to get used to. Often, the only way to get around some of the corners is to use your air brakes. Merely banking

the craft



(Left) Suddenly, Trevor remembered he was dying to go to the tollet.

(Below left) Shouldn't there be a road surface around here somewhere?

(Below) Tracks, and people racing on them.





CD REVIEW 😅 🕽 😌 🕽 💽



There are four racing teams in the game, each of which has a snazzy (or duff) logo and two pilots, each of whom has their own little logo and about whom you're given more personal details than anyona really has a right to know. Especially as they don't make the slightest bit of difference to your success or fallura in the game. All we can say for cartain is that Arial Tetsuo, the Hato Jones lookalike and numbar one pilot of the Auricom Research Team, has every chance of being popular with sad, lonally computer gamers everywhere.



Four different teams compete in the championships, each with two antigravity racers to thair name, Like all racing games, you have all the usual choicas between good top spaed but poor acceleration, atc. In the manual, someone's actually been paid to sit down and make up a load of garbage about how many engines they use and of what type, axactly how they make those fuelflow pipes work gulcker than anyone elsa's, and how they hida their computer controlled braking systems in the drivers' bottoms. But this is all you really need to know.

AG systems Excellent

acceleration, average top speed, average weight, good maneeuvrability.

Auricom

Average acceleration, good top spaed, very heavy, average manoeuvrability.

Qirex

Poor acceleration, excellent top speed, heavy, poor maneeuvrability.

Feisar

Good acceleration, poor top spead, lightweight, excellent manoeuvrability.



isn't enough. Which is all very well on the PlayStation with its ergonomically-perfect, eight button controllers. But on a PC, you're restricted to using a mouse, keyboard or a joystick. The designers haven't made allowances for four-button joypads, never mind six-button SNES-style pads. Which means that you have to use a controller in conjunction with a couple of keyboard keys. This, to put it mildly, is crap – with racing craft that handle like boats rather than cars, you need all the help you can get.

Shall I compare thee to a PlayStation game?

Alright then. The PlayStation version of this game is a fine example of a texturemapped polygon-o-rama that fairly





whizzes along. The tracks are varied, with moody lighting, big fake adverts and even roaring crowds. Controls are precise, but they take a good deal of getting used to.

The PC version looks a bit sad in contrast, with fewer colours and far rougher graphics, and the controls leave a lot to be desired. Admittedly, the tracks scroll smoothly considering how much work the poor old processor has to do – but I'm afraid it doesn't compare to the PlayStation version, and if you play it on anything less than a Pentium, you can kiss even the PC version's smoothness and the graphical details goodbye. This means that when it boils down to it, you might as well opt for something like Slipstream 5000. Z





Don't buy this expecting to get the PlayStation version of the game.

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Mortal Coil

Doom clone number
1287 is about to hit the
streets. Chris Anderson
is totally underwhelmed.



(Above) Not only is this game incredibly tacky, it's sexist to boot.

(Above centre) The graphles in *Mortal Coil* are, well, what can I say? Just plain ugly.

(Above right) Mission briefing time. This is your last chance to chenge your mind and go play a decent game instead.

(Below) t think this guy's supposed to be scary. Just about says it all, really, doesn't it?



HIS IS A VERY STRANGE GAME indeed. It basically involves shooting everything you see from a 3D perspective, so at first glance it seems to be nothing more than yet another Doom clone. However, the developers seem to be keen to point out that the game has a very strong strategic element and is not to be dismissed as a simple shoot 'em up.

Well, it's certainly true that Mortal Coll has a lot more features than your average shoot 'em up. For example, you get to control four fighters at once, sort of Space Hulk-style, except here it's from a 3D perspective, and you can give them waypoints on the playing area and send them off to explore places before you wade in. There are also driving missions in which your team zooms about in jeeps having a pop at all the aliens it comes across. There were things about the game t liked, and then things that absolutely drove me up the wall...

The high points

The use of four characters instead of one is certainly an original twist on what's fast becoming an extremely overcrowded genre. The levels are





Memory: 4Mb

Processor: 486DX/33

Hard Disk Space: 10Mb

Graphics: VGA

Sound: SoundBlaster and compatibles

Controls: Joystick, keyboard, mouse



maps that need to be completed before going on to the next stage of the game. The driving missions are a welcome diversion from the seemingly endless walking around and blowing things up levels; it's obvious that the game's designers went to considerable lengths to ensure that Mortal Coil would be as different as it possibly could be to your average run-of-the-mitl Doom clone. But unfortunately...

The low points

The graphics are absolutely dreadful.

The scenery wouldn't be out of place in the ghastly Isle Of The Dead, which set new standards of awfulness for 3p first-person perspective shoot 'em ups. The aliens look crap and seem to be trying to walk on the moon, while the voiceovers are incredibly corny - Candy, the female character, has a most annoying habit of telling the atiens that they "picked"

the wrong girl this time" in a fake cockney accent, as well as constantly informing you that she needs a hot shower. Even playing the game on a Pentium 90, the characters move around so sluggishly that you start to think that they're all either really old, really tired, or maybe even both.

SEED NO UPDATE

To be quite honest, I really wanted to like this game. It sounded like a great idea on paper, but hasn't worked out at all in practice. With better graphics (hang on, make that much better graphics) and voiceovers that didn't make you laugh every time you heard them, Mortal Coil could have been a winner. As it stands, I doubt it will ever make me want to stay up late every night, unable to tear myself away. If you really want to-play a first-person perspective action game, go for Hexen which is utterly fab. 2

Score



A great idea ruined by awful graphics and unimaginative presentation.

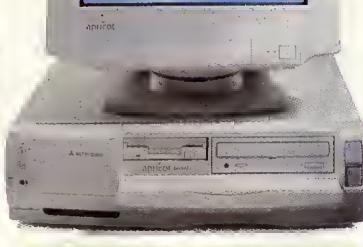
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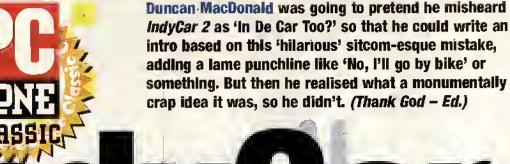
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yCar 2

lovable mop-heads Oasis (and lost as far as everyone but Blur is concerned), but in the world of rc racing car sims there's a fight that's been going on for considerably longer, and the outcome has yet to be decided. It's been the Yank programming team Papyrus versus our own home-grown Gcoff Crammond in a contest that's lasted, on and off, for about five years. Maybe even six. I forget the exact dates.

Outrun, Powerdrift, Chase HQ and their bitmapped ilk began to look more than a little tame. "Indy 500 is amazing," said Mrs Dorothy Postlethwaite of Hull, in a letter to the Daily Mail. "You can even change your car set ups and everything. The future has arrived at last!"

The Industrial Revolution

And the future was continuing to arrive apace over on the 16-bit formats of the Amiga and ST, thanks partly to a busy

"You can change the drivers' names, so now you can finally get rid of Al Unser Jr and replace him with, say, Archbishop Desmond Tutu, or even Gary Glitter."

If you're an old hand you'll know the story, so skip on a few paragraphs... but if you're a relative newcomer to the PC world, here's a quick history lesson.

A million years BC

Once upon a time, long ago in a world where everything was made of wood, and a top-notch pc was a 286/12MHZ job (really!), Papyrus dropped everybody's jaws with a racing car simulation called *Indianapolis 500*. There was only the one track, sure, but who cared, seeing as how you were able to drive around it the wrong way and smash head on into oncoming traffic. Oh, and then watch the pile-up on a replay, and from several different angles to boot. Suddenly

bloke called Geoff Crammond. Stunt Car Racer was just one of his games, a formidable futuristic car romp that somehow got completely ballsed up when it was converted to the PC. (So score one to Papyrus.) But then, a year later, the ubiquitous Crammond pulled a rather large feather out of his bottom in the form of a fully-fledged Formula One Grand Prix simulation. Not just one track, but 16. And, unlike Indy 500, they weren't ovals, no, they were 'proper'; 16-bit owners swooned akimbo, and then kaboom! Grand Prix was converted flawlessly to the PC. There was even a tincey wincey bit of texture-mapping added for powerful 386s. Mrs Dorothy Posthlewaite of Hull wrote again to the

Daily Mail: "Pinch me and tell me it's not a dream," she said, "Now I know how to take Monaco's Mirabeau corner flat out in third."

The race into space

Grand Prix was to reign supreme for quite a time yet - it even received accolades from real Formula One drivers for its accuracy and attention to detail. But Papyrus, meanwhile, was plotting and scheming in a darkened shed somewhere in the States. "We're going to kick this Crammond geezer's arse from San Francisco to Dubuque, lowa," they said. (Or something like that,) Cue IndyCar. An all-singing, alldancing rehash of their previous hit. Eight tracks (mostly ovals) and texturemapped graphics to die for... indeed there was an entry in the Daily Mail's obituary column that month which read thus: Mrs Dorothy Posthlewaite of Hull passed painlessly away in the early hours of yesterday morning. Her dying words were: "IndyCar is more than impressive. The driving model in Geoff Crammond's Grand Prix, by comparison, now seems a tad iffy. The centre of gravity's all wrong, and the crashes are all sort of, well, fluffy and inconsequential. A bit like clouds. Like clouds. Clouds. Oh look, there's an angel. And there's baby Jesus, And Noel Edmunds", Raaaasssp!" *Wishful thinking.

Question Time with Jonathan Dimbleby

Mrs Postlethwaite's death was about three years ago.,, ish, Since then the debate has continued; who's the tops?

RIGHT FRONT
RIGHT REAR
LEST REAN
LEST REAN
DONE
RE: 05x
RE: 55x
LE: 55x
LET 05x





(Right) The game looks and feels noticeably better and runs around 70 per cent faster than MASCAR does in hi-res mode - but you'll still need a Pentium if you wanna turn all the detail up though.





(Crammond with his playability or Papyrus with its physics models and graphics?) And, also since then, Papyrus has released two upgrades for IndyCar (ie the tracks that should have been supplied with the original product). Oh, and the company's also released NASCAR Racing, but let's not confuse the issue,

So, a quick resume then. Indianapolis 500 comes out. Grand Prix shits on it. IndyCar tries in turn to shit on Grand Prix, but ends up only giving it a punch in the mouth. Next step? The boy Crammond has to counter with a Thai Boxing manoeuvre, of course, and we're thus promised Grand Prix 2 at the end of 1993. Then again at the beginning of 1994. It's now the end of 1995, and Grand Prix 2 promises that it's really, really, honest guy, almost, almost ready.

But IndyCar 2 has made it first.

(Above) Yeu can record and play back your mishaps and view them from numereus angles. Crashes are now quite spectacular — bits fly off all over the shew.

(Above right) The outside views give the game an arcade teel, but it's still bloody difficult.



So will Crammond and his team be left reeling with the blow? And should they abandon F1GP2, even though it's (honest guy) ready to ship? Let's see.

Blimey, It's the same game...

I don't know quite what I was expecting actually, but I know for sure that I was expecting, er, more than this. Take my word for it that your initial response to IndyCar 2 will match mine. It looks virtually identical to the original IndyCar. Obviously the tracks are going to be the same shape and everything, because, iiin, they're the same tracks. Ditto for the cars. But nevertheless... you know what I mean? Maybe distant airliners flying overhead occasionally. Or flocks of birds. Or moving clouds and 'working' weather froms or something. Yes, I'll admit that there are extra trackside details, such as parked camper vans and whatnot. And, as Jeremy reported in last month's Blueprint, there are other subtle graphic improvements, like to the crash barriers. The thing is that you don't really notice until you crash into them, and if you're as skilled as me, you won't. (joke.) The pallette's a bit different though (if my

memory serves), and the grass and trees and stuff look much nicer as a result. Deeper, fuller, somehow, in fact the Elkhart Lake track is now so picturesque it tends to make you want to pull over and have a picnic on it. Oh, and just a quick note on the sound; the SFX in IndyCar 2 are much bigger and cleverer than those in its predecessor, and there's also a commentator on hand to tell you when you've crashed or been black flagged or whatever.

What's the damage, mate?

The driving model, which was always one of the main selling points of the original IndyCar, has actually been improved, which means that if you're hopeless you can expect to crash more often than ever before: a point that'll be driven home by all the 'comey off' bits on your car. In the original game your car would either be in full health or, after a shunt, completely buggered. In IndyCar 2 it can also be in a state known as 'slightly buggered'. You might lose a nose-cone for instance, Or damage a front or rear wing. Or screw up a wheel. All these things, obviously, affect

handling to a greater or
lesser extent, and beg the
question 'Should I pit
yet?'. (The jostling at
the first few corners
of a race, thanks
to this







0

CD REVIEW 😅 🕽 😌



 possible pico-damage, has never been so much fun/such a nightmare... delete as applicable). Oh, and as well as that, there's a realism option that allows you to select Engine Breakdowns: a semirandom type affair that'll please the sort of people who select the Dud Torpedoes option in submarine games.

A question of intelligence

Something else Jeremy reported in last month's *Blueprint* was the fact that the AI has been upped, and happily it's true – Papyrus wasn't telling him porkies. The cars in front do seem to 'make themselves wider' in an attempt to foil your overtaking lunges, but luckily also seem to try harder not to touch wheels when you're right beside them. They still don't pass the 'park sideways in the middle of the road' exam, though, (You end up with a line of stationary thickies to your left or right.)

Something that hasn't been changed, and that frankly surprises me, is that the computer-controlled cars still don't crash into each other, like never ever. Or even just spin off occasionally. They did in F1GP, which was one of the things that made it so enjoyable - there you were, trying in vain to catch the seemingly uncatchable car in front, and he'd suddenly do a Damon. No such pleasant surprises with Papyrus, Mind you, something it has stuck in is the ability to change all the drivers' names, so you can finally get rid of Al Unser Jr and replace him with, say, Archbishop Desmond Tutu, or Gary Glitter, Oh, and something else... you know how in IndyCar 1 when you opted for no pace



Tech specs

Memory: 4Mb

Processor: 486DX

Hard Disk Space: 8Mb

Graphics: VGA, SVGA

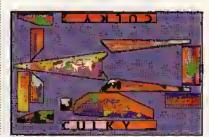
Sound: SoundBlaster and compatibles

Controls: Joystick, keyboard, mouse

lap, the standing start was unfair? That's been sorted: still no red/green lights though.

And the rest...

Select 'RAIN' from the options, and the track becomes slippy - but still no visual clues whatsoever. Bool And no spray, Boo! However, this IndyCar version does come with all the season's tracks, so hooray for that at least. And it also comes with the Paint Kit, so you can customise the cars by writing rude words on them and so on. (Child - Ed.) There's a DOS version and a Windows 95 version, and though the Windows 95 version has a newly designed interface, the in-game gubbins are exactly the same as with pos (though, purportedly, it runs a tad faster). So what about multi-player racing? Well, if your translation of 'multi' is 'two', and you've a couple of PCs and a serial cable. you'll be laughing your blinking head off. And svga? Hmmm, a bit of a slideshow at times, even if your computer's CPU title begins with a 'P' and has a high number after it. Lose detail and you'll struggle by, just - but





(Above) "You can't park there, mate! That spot's reserved for women with small chlidren!"

(Above left) You've got to be joking - look how fast he's going!

(Below left) All the tracks and the paint kit are thrown in this time round — they're just so generous at Papyrus.

having said that, it's much quicker than NASCAR, even with the out-of-car views. And that's about it, really. IndyCar 2 is an ever-so-slightly souped up IndyCar 1.

But the question we were always going to arrive at is this: Crammond or Papyrus? Do you hold out for F1GP2 or plump for IndyCar 2? And there's a supplementary question: if you've already got IndyCar 1 (and a pound to a penny says you do), is this sequel sufficiently 'enhanced' to warrant its purchase,... regardless of Crammond and his team's existence?

Answer one: If you already own a copy of IndyCar 1, and don't like throwing money about, then hold on for FIGP2. **Answer two:** If you don't have IndyCar 1 then yes, get IndyCar 2 but – and this is 99.99% for certain – you'll also want to buy Crammond's effort as well. (So if you're a bit hard up, now's the time to start cutting back on fags, food, gas,



MILLENNIA ALTERED DESTINIES



THE KEY TO LIFE?

"Millennia: Altered Destinies could be the most exciting game design of 1995."

Steve Honeywell Computer Game Review "Here's a 'God Game' with a difference ...
Millennia will surely be one of the most elaborate, ambitious and sophisticated galactic-adventure games ever to hit the market."

Bill Trotter PC Gamer (US) "This game has it all! Time travel, space battles, diplomacy, trade ... everything! Count me in!"

Peter Smith Strategy Plus In the world of Baron von Frankenstein, the dead can be brought to life simply with the aid of a few dodgy crystals and a massive surge of electricity. In Charlie Brooker's case, re-animation is achieved with a few coffee granules and a surge of boiling water. But then again, Frankenstein was a genius, and Charlie's just a twat.

FRANKENSTEIN: Through The Eyes Of The Monster



N THESE HEADY MODERN TIMES, IT'S possible for scientists to grow replacement body parts for use in transplant operations. A gruesome example (in fact the only example I can, er, think of) is that human ear they grew on the back of a mouse in America recently. Presumably, just around the corner lies the prospect of huge organ 'farms' - fields full of lungs, legs and livers watched over by straw-chewing Farmer Giles types, It's a pretty disgusting concept whichever way you look at it. Having grown up in the countryside, I can remember spending many teenage evenings at house parties where amorous couples would sneak off into the field at the back of the house and roll around in the corn together for a few tawdry moments. A little crushed vegetation seems to do wonders for the libido – I'm not entirely sure how romance could prosper should the lustful couple find themselves rolling around in a squelchy red mass of human flesh.

In Frankenstein (subtitled Through The Eyes Of The Monster), you play the part of a man framed for a crime he didn't commit – a grisly murder. As if this miscarriage of justice wasn't enough, the outraged locals took it upon themselves to string you up and then rip

(Above loft) Tim Curry turned dirty old flasher.

(Below left) Lot mo out of here, you bastards,

(Below right) Hmm..., cogs and bits of metal looking suspiciously disjointed. Looks like it's puzzle time. your body apart with their bare hands - a barbaric explosion of mob rule that would warm the heart of any Tory MP campaigning for the reintroduction of the death penalty. Having been wrongly accused, hing, and then dismembered, imagine your surprise at subsequently waking up on a slab in Frankenstein's castle to discover that your missing body parts have been replaced by 'spares' culled from the local morgue, And you thought hangovers were bad news.

Stitched up

This is where the game takes up the plot. But this isn't quite the traditional Frankenstein story. Far from it. You see, this time round, the monster (ie you) isn't content to simply wander about groaning, roaring, knocking things over and frightening the children. Nope - you've been revived with all your memories and intellect intact. The logical thing to do is to set about trying to clear your name. This won't be easy since anyone who sees you will spend more time screaming than listening to your pleas for justice. Things are further complicated by the attitude of Dr Frankenstein himself (played by Tim Curry), a hot-tempered mad scientist type who doesn't want his greatest creation to go around whinging about a mistrial. In fact, he'd rather shoot you







in the head than let you wander off into the village and show him up for the deranged nutcase he patently is,

What we have here is a fairly novel. glossily produced adventure, viewed from a first person perspective. As you explore the castle and beyond you'll find yourself struggling with all manner of problems, ranging from traditional adventure game quandaries (mucking about with lengths of rope, etc), to grisly scientific experimentation (bringing cold lumps of meat back to life). The whole thing is backed with a commentary explaining your innermost thoughts - running the full gamut from outraged expressions of anguish ("That bastard! What has he done to mel", etc etc) to quasi-philosophical musings about the dividing line between life and death. Your attempts to escape the castle are consistently hindered by the wacky doctor, played with relish by Tim Curry. His performance as the snarling, shouting scientist is of a far higher quality than is the norm in this kind of thing, so hats off to him.

The puzzles themselves require quite a bit of head-scratching, and even experienced questers will take their time in arriving at the end of the game. (Above left) You get to explore the areas around the castle as wetl as theide it.

(Above right) Some of the Indoor scenes would not be out of place in a very expensive RPG. Perhaps they should have done that instead.



The storyline is cleverly structured, so that you begin the game without the foggiest idea about what you're actually supposed to do, but gradually work out some kind of definite plan. But despite its longevity, the sumptions visuals, the decent performances and the novel ideas at work here, there's a catch.

Ah. The catch

And that catch is the interface. Now, maybe it's just me, but I found it bloody difficult to navigate my way through the locations. I'm not talking about the 'garden maze' section that crops up in the middle of the game (I think we're all fed up with poxy mazes in adventure games), I'm talking about navigating my way from one side of a room to the other. Frankenstein is a flick-screen affair, but offers plenty of different places to stand within each single location. The result was no doubt intended to make the castle and the rooms inside feel a bit more 'real' - in practice it's simply confusing. The very first room you'll explore, for instance, is actually a relatively small laboratory, but the multitude of viewpoints therein can make it seem like some kind of massive sprawling warehouse, Walking to a

Tech specs

Memery: 8Mb

Processor: 486SX/33
Hard Disk Space: 2Mb

Graphies: VGA

Sound: SoundBlaslet and compalibles

Controls: Mouse, keyboard

table in the corner and then back again won't be as simple as it sounds – each time you turn your head you'll find yourself looking at a familiar layout from a new angle, until eventually you don't have a clue where the hell you are. You'll probably spend as much time trying to get your bearings as you will solving puzzles. And that's a massive shame. It wound me up no end. Then again, perhaps it's just me being stupid.

This score then, reflects my reaction to the interface, and the interface alone. If things could be tweaked a little so that navigating your way around a single room was as simple as it should be, this would be a winner. As it stands, you could end up screaming in horror for reasons not intended by the programming team. Z



Excellent gothic adventure scuppered by dodgy navigation. Waaaaah. Price: £44.99 Release Date: Out now Publisher: Interplay Tel: 01235 821666



Steven Spielberg, Steven Spielberg, Steven Spielberg, Steven Spielberg, Paul Presley, Steven Spielberg, Steven Spielberg. Steven Spielberg, Steven Spielberg...

The

you. It doesn't mean that every time you put it on your house will suddenly be transformed into the landing pad from Close Encounters Of The Third Kind. It simply means that you're playing an adventure game with an interesting story. That's all. Understood? Right, on with the game and no more mention of Schindler boy.

right now. Yes, Steven Spielberg had a hand in The Dig. He devised the original story then handed it to LucasArts and said something along the lines of, "There you go lads, go and make us a game. Can I go and do that dinosaur thing now?" This means that The Dig is an interesting tale, a cut above the normal sci-fi adventure game (light years beyond Guilty, for example). What it doesn't mean is that every time you put the thing on Mr ET will come round to your living room and play it with

Obligatory plot description

You'll know the basics of the story from all the previews and advertising that's been littering these pages over the past few months, and to give away the liner details would serve to totally ruin the enjoyment of the game. Adventures, as I may have made testament to in the past, live or die by their stories and The Dig's is a cut above the norm. Just to brief those of you who haven't caught up with it yet, I'll encapsulate the story in a short series of keywords. Readers that would prefer not to have it spoilt for them should skip on to the next paragraph. Okay, still with me? Right: Giant Asteroid, collision with Earth, shuttle mission, save the day. Space 1999.

(Right) Our heroes give a press briefing. "Andy Coulsen, *The Sun*. Have the three of you ever engaged in a three-way NASA sex romp?"

"Could we restrict this to questions about the forthcoming end el the world issue please?"











mysterious panels, asteroid shoots off, astronauts trapped, alien world, dead spirits, Lost In Space, make a trade, life and death, get back home, Noel's House Party, Obviously there's more to it than that (and the Noel's House Party bit was a lie), but those are the essentials. Right, let's join the others and talk graphics.

Pamela Anderson

So, the visuals. Well let's just say that a mixed bag of high-quality nuts would be an appropriate metaphor to play with right here. On the one hand you have the kind of gorgeous animation seen in Full Throttle and stunning 1LM-created cut-scenes and spot effects (and I do mean stunning), while on the other hand you have the traditional side-on adventure character figures with typical animation routines and the usual glovepupper month movements that we've been seeing since Monkey Island, Sure it's a little more detailed than before and the characters have a slightly better range of movement, but it's still everything you've come to expect.

Now, while I kneel and offer praise to Charlton Heston that LucasArts hasn't



Tech specs

Memory: BMb

Processor: 486DX/33

Hard Disk Space: Minimal

Graphics: VGA

Sound: All major sound cards Controls: Mouse, keyboard

yet fallen into the abysmal trap of using live-action digitisation for its main characters (à la Sierra), you'd think that it would at least have been able to come up with something new and improved by now. The company continues to show innovation in just about every other area of its game designs, why not here too?

Another LucasArts familiar is the 'Muse' sound and atmosphere generating gizmo. An ever-constant musical score that changes in relation to the onscreen events that has been with us since Monkey Island 2. Here though, there is no qualm to be had. The music in The Dig is some of the best I've heard for a long, long time. Beautiful



(faft) Weird pulsating blue rhythms. The universal sign for a futuristic power source. And to the left, the machine that goes Ping!

(Above) Danger! Thrills!

Spiffs| See Commander

Bent Strangely attacked

near you soon in Attack

by a glowing light!

Coming to a theatre

Of The Killer Mutant

Snace Thingies!

Indiana Jones and the Merchandising of Doom

Every LucasArts release is generally something of a media 'eveni', but The Dig is obviously grabbing hold of the merchandising opportunities with all the tenacity of a Rottwelller on a defenceless baby. Not only is The Dig a game, but according to Virgin's press department it's "The centrepiece in another kind of entertainment collaboration". What this means in plain English is that Virgin and LucasArts mean to fleece your pockets totally dry by releasing the game, a CD soundtrack of the admittedly impressive in-game music, a novel of the story and an audio drama similar to the sort of plays you find on Radio 4 in the afternoon, just after The Archers. What do you mean, "What's Radio 4?" Pah, I don't know, kids today...

Close Encounters of the Third, Fourth and Fifth kind...

Most of you know by now that Harrison 'Chuckles' Ford has agreed to do a fourth *Indiana Jones* flick, so it should come as no surprise to learn that LucasArts has decided to push the Everyone's-Favourite-Archaeologist bandwagon for another mile or so. Indiana Jones and the Yet To Be Named Adventure is on the way and is likely to be a direct tle-in to the film (unless the film turns out to be about Atlantis, in which case the game will be about something else — that's right, we've had the announcement but none of the details).

Also making a stopover at the Game Sequel Motel is *Monkey Island 3*, the long-awaited follow-up to the hugely popular *Monkey Island 2*. Again details are sketchy (LucasArts are like that) but the rumour mill has it that Guybrush Threepwood will once again be swashing and buckling in another matter of life, limb and laughs aplenty. (Congratulations Paul, you've turned saying nothing at all into an art form — Ed.) Thanks.



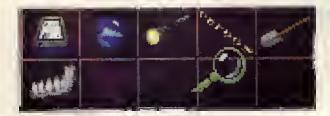
(Right) Who sald the

on? This one even

gaming ahoyl

Newton wouldn't calch

comes with an in-built game of Oids. Relro



Corchestral tones sweeping in and out of Wagnerian style crescendos lend a majestic 2001: A Space Odyssey kind of feel to things (though mighty thankfully there isn't a clichéd Blue Danube tune accompanying the space shuttle sequences). This is one game soundtrack

Dark (marketing) Forces

Right, so for the main part it looks very nice and is generally very well put together, but it does lack a certain something. The overall atmosphere is enough to make other adventures hang their collective heads but it lacks that touch of magic that made the Indiana Jones and the Monkey Island games so very, very special. Also, I don't really want to sound like a jingoistic fool or anything, but I'm not sure if, for an adventure, it's as good as the recent British offerings either, It's better than a lot of what we've seen lately, but both Discworld and Simon The Sorcerer 1 and 2 had quite a little more in the way of challenge to them.

LucasArts can certainly tell some damn fine stories and in this respect The Dig is no exception. But so often the

(Below) "Anyone make a 'For mash gel Smash' that deserves its release on audio CD. joke and they're dead!"



urge to keep the story flowing overshadows the need to challenge the player. A little patience and a repetitive mouse-clicking finger and you'll be through to the end within a couple of days. The Dig is certainly more creative than that in most places but there's still none of the old brain-taxing brilliance such as the Nazi Castle sequence from Indy And The Last Crusade or the verbal banter of Monkey Island's Sword-fighting scenes. These have gone down in the annals of adventure game history as true, true classic moments and it was this kind of sheer genius that made LucasArts what it is today. It's just a shame that we've never seen anything quite like it since.

What The Dig does have that captures the LucasArts magic so incredibly well though, is the way that it sucks you into the story. Remember playing Full Throttle and knowing full well that you'd nearly finished? Do you remember the feeling that you really didn't want it to end? Well, The Dig manages to do this by giving you a fantastic story and throwing in characters that you really 'feel' for, No other developer has managed to perfect this, while the LucasArts guys seem to do it every time.

Leave them wanting more

What have we got then? An attractive looking game that has an intriguing story to it, but one that isn't too tricky

its puzzle quotient is far better too. And for once, it isn't all simply use the right object in the right location either. There are combination locks, cryptic alien panels to figure out, even a futuristic version of Big Trac. I would have liked a little more in the way of speech options (another hankering after the past), but on the whole it's a varied combination. Despite my queries over its ability to keep your brain overly taxed. The Dig creates a nice enough atmosphere while you're inside to warrant your constant attention. It's not the greatest thing ever to come from LucasArts' stable, but it's a positive step back to the former halcyon days and I can't wait to see what comes next. Z

to complete. Much the same was said

face of controversy by criticising Full

Throttle, but I didn't much care for it

Ben the Biker's exploits by a factor of ten and even if it isn't a Monkey Island,

about Full Throttle once people had spent

some time with it, but The Dig isn't that

bad (yeah, yeah, I know I'm flying in the

okay?). Lengthwise at least it scores over

And in a packed show tonight...

Apart from The Man Who Shall Remain Nameless, The Dig boasts a host of (all right, three) other top names. First off there's everyone's favourite homicidal killer robot from the future, Robert Petrick providing the voice of the game's leading man, Robert Patrick? Terminator 27 The robot that wasn't Arnle? Yeah, you remember.

Next comes the award-winning science fiction nevelist Orson Scott Card providing the game's dialogue to give II a realistic leet. Orson Scott Card? He wrote Ender's Game and Speaker For The Dead, No, no, books, You know, those things with pages? Never mind...

Finally there are the boys and girls of Industrial Light & Magic lending the game all sorts of special effects techniques to give it its very classy look. Well, it certainly beats the pants off ellthat rendering stulf from France. The shultle lly-by of the incoming asteroid in the intro sequence is stunning enough to belong in a reat film, let alone a simple computer game. Just count yourselves damn bloody lucky, say I.



core



The Dig is a positive step back to the good old days. tt's a proper adventure with a proper story.

Price: £44.99 Release Date: Now Publisher: LucasArts/VIE Tel: 0171-368 2255





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Enigma In

A brave heart chilled colder than the sea by warnings and portents. A heart in which facing the troth would be akin to death by

Pray hope to avoid either destiny.

drowning.

Evil running blood thick through the fate lines of a family. Gold blood. Coursing the veins of a foul and wayward uncle who, sunk deeper even than the vicious threat of piracy, has taken to his side a misshapen misfit whose shadow blackens night itself.

A single gold carring, forged by the sun to bind hope or despair into the eternal subjugation of mankind. A single gold earring with power nuknown to be raised by the cold force of destiny.



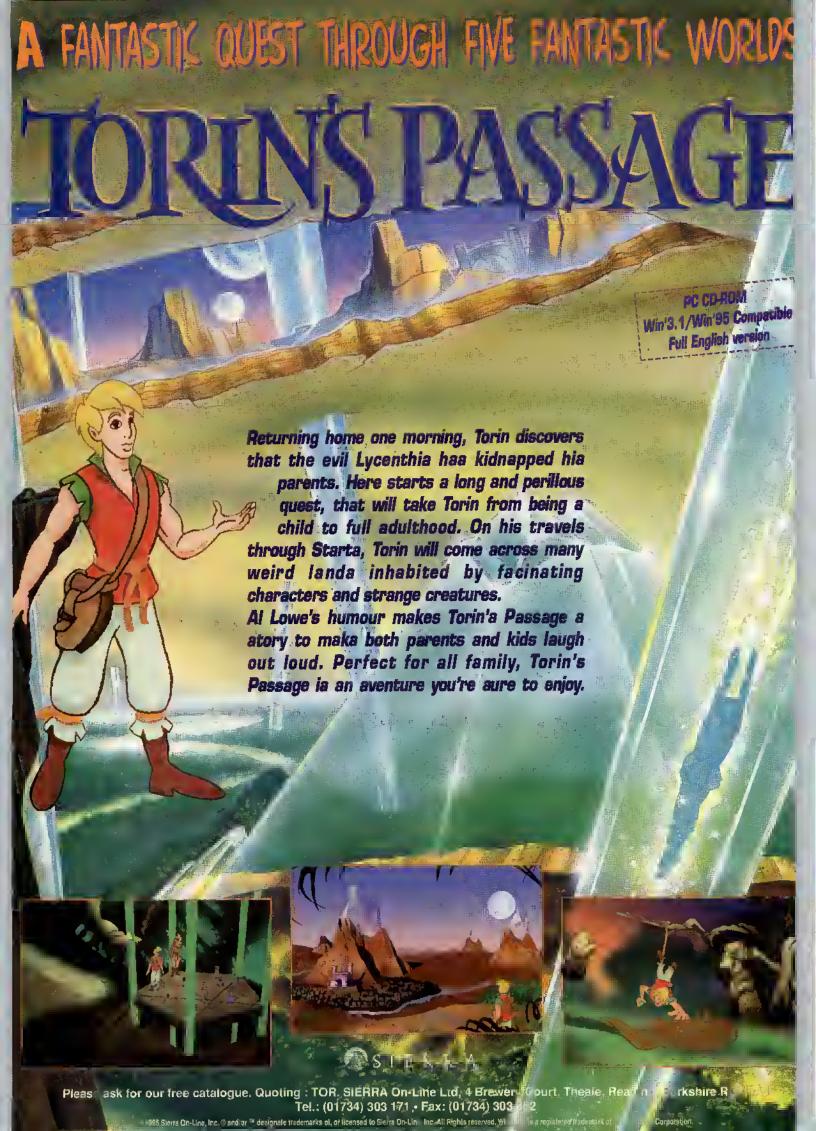






PCCDROM..

ocean



It's the latest game from 21st Century Entertainment. Guess what it is? Patrick McCarthy thought there was a chance that It might be a polygon based beat 'em up. (But he's very stupid – Ed.)

Rinball World



kAY, SO IT ISN'T A POLYGON-BASED beat 'em up. But, if you go by the title, it could have been a particularly specialised wrestling simulation. But it isn't. It's another pinball game. But a pinball game (pauses) with a difference.

Oh God. Not that

I know, I thought we'd had our share of pinball games that were trying to introduce something a little 'extra' a few years ago. Their designers were obsessed with producing something a little more obviously 'of the computer', and a little less 'of the seedy pub at the end of the ramshackle pier packed to the brim with knife-wielding Care in the Community cases'. They were called things like Pinball With Attichude, or



Tech specs

Memory: 4Mb

Processor: 3865X/40

Hard Disk Space: 5Mb

Graphics: VGA

Sound: All major sound cards

Controls: Keyboard

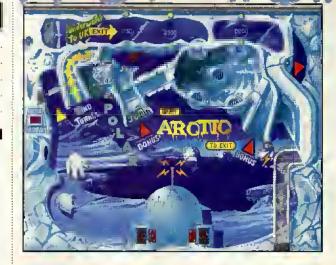
Metal Skull Pinball Of Death. They had heavy metal soundtracks to flip your balls to and, in the middle of flipping a ball into a little slot at the top of the machine, the screen would go all wavy and you'd see the ball zipping through hyperspace, before it landed on a distant planet where it would proceed to bounce against a huge alien monster's testicles. Once you'd made the alien's eyes fill with the requisite number of tears, you'd be zapped back to the original, earthbound table and carry on flipping.

Dead people and cheesy balls

I thought the people who had invented them all had long since been humanely put to sleep, because lately all we've had by way of pinball games are straight ahead classic-style tables, with clanking metal sound effects, rickety ramps, flickering lights and cheesy tunes. Which is fine by me. Now, though, the high-concept pinball games are with us again, In this particular case, the point of the game is to 'travel around the world' in the form of a number of tables which represent different countries.

Around the world in 80 plays

What it boils down to is a series of table layouts based around a number of different countries or Continents, with extra flippers and ramps and stuff arranged in interesting new ways. lu other words, instead of playing the game up the screen as usual, you play upwards and sideways. Thankfully, there's no de-materialising or spacewarping nonsense and, of course, they've had enough experience of making these things by now to make the ball move realistically. The only way to get to the next country, though, is to look in the manual and check out what you have to do: 800 hits of a certain



light, spell out Travel Agents Suck, or whatever, And off you go, 'steering' a vehicle to your next destination. Hold me back. At least you don't have to start at the same country each time: there's a pinball-based selection screen.

Apart from the table layouts, the game doesn't really give you anything markedly different to any of their other offerings. The music is a bit lame and the sound effects rather tired. As for travelling between different tables, I'd rather just pick a table and play it. After all, you only play pinball when you're drunk, or bored, or both, Who needs all that other crap? But there you go. **Z**

(Above) Surely an Arctic rell was never this much fun?

(Fat left) Jungle japes as your balls swill round the Amazon.





Ooh, a pinball game. That makes a nice change.

Price: £44.99 Release Date: Out now Publisher: 21st Century Entertainmenl Tel: 01235 851852



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Tilt

pinball to the computer rather than making a computer pinball game. That's what it says here, anyway. So we'te talking tealism. At least this means it won't be warping us into some virtual underpants and make the balls rattle around inside the pilch, or anything. I don't think so, anyway. All these pinball games are starting to scriously affect my health.

Table mountain

It comes with six tables, all with short. snappy but curiously evocative names. Monster, as you'd expect, presents a Nigel Kennedy/Eric Hall theme, with the background made up entirely of violins, overly-gelled haircuts and outrageously expensive, sickening yellow jackets. Roadking is about the life of Sir Somebody Macadam, inventor of tarmac as well as discoverer of the macadamia nut. See him rise to prominence during the Depression while people in flat caps starve to death; see his committed support of the Conservative patty; see them give him a knighthood in return; etc etc. Funfair is a celebration of the gum-chewing halfwits who stand behind you on the Waltzer doing their impressions of the banjo player from Deliverance and trying to impress chicks by making them vomit. Gangster is about dressing up in baggy jeans and a string vest, and swearing to music; Sci-fi is about the adventures of a Trekkie who goes to a convention dressed as Spock and gets beaten up by Dt Who fanatics and whipped with their traily

"If you give me one more pinball game to review," said Patrick McCarthy, "I may well kill myself." What further incentive could we ask for?

scarves. And Myst & Majik is about a dyslexic advertising copy-writer's campaign for a chocolate-flavoured edible hait-care product. Actually I made that last one up. (And the rest - Ed.) All tight, they'te all lies. The tables are about horror films, driving, a circus, gangsters, sei fi and hippies with swords,

Table mannerisms

The tables wete modelled and rendeted on Silicon Graphics workstations, and we all know what that means - about a fivet onto the price of the game, Ho ho. No, it means they 'Look Nice', There are three different views of each table, depending on the resolution you opr fot. At 320x200, you can see the table as a sctolling playfield: in other words, a forced perspective viewpoint that doesn't show all the table at once, At 800x600 resolution, you can only see it in its entitety - the only things moving will be the balls, flippers and effects. lt's fotced perspective, again, but is more like standing at the bottom of a table. Actually, the view's a little low for me, so you could say it's like a verticallychallenged person standing at the bottom of a table. The middle resolution.

Tech specs

Memory: 8Mb

Processor: 486DX/33

Graphics: SVGA

Sound: All major sound cards

Controls: Keyboard



(Above) The hi-res rendered stuff really is a bit flash. It looks almost real, doesn't it?

(Right) Everything is presented with the upmost flash and pomposity,

(Bolow left) The view is pretty much what you would see if you were playing "for real".





680x480, can show the table in both of these views, along with a scrolling topdown (or plan, as they call it) view.

Relativity table

And that's basically it. The music has been specially composed in a variety of musical styles by a "leading games musician", and is better than that in *Pluball World*, but not as good as *The Web*'s. And you can say about the same about the gameplay, too. There are introductory and in-game animations and the tables play reasonably well — but they can be a bit samey, and don't have the sheer depth of the single table in *The Web*. It's pretty good, though — and you do get six tables. **7**





Pinba





Ooh, lawks a mercy, take me to the bottom of our stairs, it's a pinball game. You don't see many of those around these days. You do see rather too much ot Patrick McCarthy, though.



ONGRATULATIONS TO THE BODS AT Empire, who have officially produced the one millionth computer pinball game for the PC (counting 21st Century's 993,000 efforts as separate games, of course). As such they are the happy winners of a lifetime's supply of ready-to-eat chicken sweepings and a free packet of novelty dog condoms in the flavour and colour of their choice. Life just doesn't get any better than this.

Please Sir, I want some more

Pro Pinball: The Web, to give it its formal title, is the first in what shows every sign of being a fairly lengthy series of

pinball games. Hence the 'Pro Pinball' bit at the front, In future, the discerning computet game purchaser will be able to spot all the others in the series by this astute identification device.

Unlike most computer pinball games, it features just one table. Wait, don't turn the page, lt only features one table because the designet wanted to give his utmost, to concentrate his entire feelings for the game in this one, perfect table, So that the table itself almost comes to represent all pinball tables. It is the pinball table we see in our hearts. It is the universal pinball table - it is pinball itself. We become as one with the table, the table becomes a part of us. Ot maybe there's just more money in it this way.

Life with flippers

Pro Pinball: The Web is a seriously good pinball game. The designer is pinball bonkers, and it shows. Okay so there may just be the one table, but it plays the best game of pinball yet seen on a computer. It's based on wide-bodied Williams tables, which admittedly means sod all to me, but should mean something to his fellow flipper merchants (no, not Japanese fishermen).

It's what's generally known as 'feature-packed', with tatgets, grab magnets, drop targets, sink holes, an anto plunger, loops, three flippers, two ramps and God alone knows what else. The table is viewed in its entirety, and can be viewed from six different viewpoints at many different resolutions, including a rathet impressive 1024X768, with 32,000 colours. There's a realistic dot matrix display, sampled speech and loads of



Memory: 4Mb

Processor: 486/33

Graphics: VGA

Sound: All major sound cards

Controls: Keyboard

sub-games which are triggered by following instructions very carefully and performing all sorts of tricky little tasks. You even get little arcade games popping up at the top and there can be up to six balls in simultaneous multiplay - and it still moves like Salman Rushdie down Tehran High Street.

It has a set of music tracks to go with it which have been written specially for the game by Jake Burns (from Stiff Little Fingers, who should have tetired straight after Suspect Device) and Bruce Foxton (the one from The Jam with the second worst haircut after the drummer). Some people might describe the music as 'kicking' (Features Ed Chris absolutely loved it). We like to call it smoochy. (But we're very rough in bed.)

So it's very realistic (for example, you can nudge the table from either side as well as the bottom), and a bit of a looker, I'd have preferred, say, three views each of two tables for my money. but that doesn't alter the fact that the one you do get is very good indeed. Z





Don't come running to us it you get sore fingers.

Price: £34.99 Release Date: Out now Publisher: Empire Interactive







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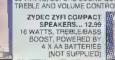
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Entomorph

SSI thinks it's got an *Ultima* beater with this one. Chris and its in not so sure.

LTIMA FANS COULD BE FORGIVEN for mistaking Entomorph for another episode in the seemingly endless series Lord British seems intent on inflicting on us - out of all of them Entomorph bears the most resemblance to Ultima VIII, with the familiar top-down view of the action and gorgeous hi-res svga graphics. Then there's the sword and sorcery setting and liberal scattering of spells throughout to further confirm the Ultimaness of the whole thing. A direct comparison between the two seems the best way to keep things simple and find out which one comes out on top. Here goes...

Entomorph Vs Ultima VIII Graphics

Entomorph's graphics are extremely nice. The sprites move realistically, the back grounds are colourful, and the combat scenes are depicted in a suitably action-packed lashion. But Ultima VIII, with its lush to-die-for graphics and superb sprite animation, wins hands down.





Tech specs

Memory: 8Mb

Processor: 486DX/66 Hard Disk Space: 8Mb

Graphics: SVGA

Sound: All Windows compatible sound cards

Controls: Mouse

Gameplay

Entomorph starts off rather well - I thought I had a monster of a game on my hands when I first started it. The tale of the misguided Jagtera (big nasty flying insects that have suddenly got pissed off) is quite intriguing. You play Squire Warrick, a young warrior looking to bring peace to a troubled land. Your time is spent exploring, finding spells, fighting people and getting info from everyone you meet; it's all great fun for a while, but becomes repetitive after continued play. On the other hand, Ultima VIII is a massive game that oozes playability and is arguably the best of the Ultima series. The puzzles are taxing without being impossible, and as the storyline is always branching off it never gets boring. Some people prefer Ultima VII because you're more closely

(Below) This is your typical all-knowing, white-bearded, wise bloke.

(Left) In true RPG style, you get to hang around in dark caves.



involved with the in-game characters, but I'd go for the ultra-looking Ultima VIII every time. So, Entomorph put up a brave battle on the gameplay front but ultimately (sorry) lost out.

Atmosphere

The graphics and gameplay in Entomorph don't quite match up to those of Ultima VIII but they're still pretty good in their own right. However, the general feel is somewhat lacking, due to backing tracks which would be more suited to an action game, and the on-screen text for the dialogue (surely we could have speech for most of the game?) looks bland and dull. In comparison, Ultima VIII's rousing musical scores and superb sound effects create a perfect atmosphere.

in conclusion

It's not that I want to put you off Entomorph. It's good and reasonably big, with a fairly engrossing storyline – it's just that with a bit more work the presentation could have been a lot better. If you've already got Ultima VIII and you want something that's similar in style, Entomorph is worth a look. But if you've got to choose between the two, Ultima VIII is the one to go lor. Z

Score



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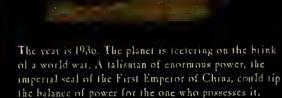


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"Sweeping animations and carefully conceived close ups are used to give the game a sense of pace and action."

PC Zone

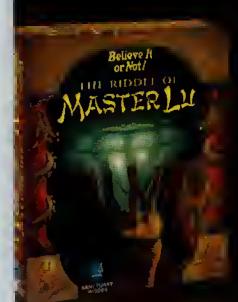
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CD REVIEW 💸 🕽 😉

Fighter Duel

Duncan MacDonald actually saw action as an RAF pilot during the Battle ot Britain, and was also, around the same time, a member ot the Japanese Air Force, the Luftwaffe and the USAF. So who could be more qualified to review Fighter Duel? (Simon Bradley? - Ed.)

this is bixarrel Fighter duer should be an absolute piece of piss to explain, seeing as how there's so little to it, yet somehow I don't know where to start; and instead I'm just kind of sitting here at my PC asking myself a bunch of unanswerable questions about the thing.

It goes without saying that that's not much use to you though, so I'd better quickly explain what's what regarding the actual game itself, and get back to the unanswerable questions afterwards,

Okay, so Fighter Duel then. It's a nofrills Ww2 fighter combat sim, and the reason I say 'no frills' is that there's no career mode, no storyline, nothing. What you get is a selection of planes and a lump of sky in which to fly them. (Here's an aircraft cast-list for propheads: the F4U-1D and F2G Corsair; F-51D Mustang; F6F Helleat; Spitfires Mk 1, V. 1X and XIV; A6M5 Zero; MES 109E, G and K and the FW-190A. All look the part and fly nicely, by the way.)

So you've got your planes and you've got your sky... what's missing? Yup, enemies. Luckily you can choose from eight of the above aircraft and allocate each with intelligence varying from novice through to ace. So it could be you in a Spit versus one very clever ME 109. Or you in a Zero against three shite Mustangs and a mediocre Hellcat. And so on. (A quick I humbs up for the aircraft closure rates, incidentally.) And, believe it or not, that's sort of 'it'. Oh,

apart from the option to choose your starting location, which'll either be the small aircraft carrier, the tiny island runway, or in the air.

All of which brings me right back to the unanswerable questions I was whining on about only a moment ago...

Question 1: Why? Question 2: Why? Question 3: Why?

One thing that struck me about Fighter Duel is that somehow it feels like a practice mode for a main game except, of course, there is no main game. Another thing is this: how come a game so bereft of ground-based visuals should make so little of what scenery is available? There's got to be plenty of processor power in reserve, stirely, what with virtually nothing to move about? Or maybe not, judging by the following evidence: the couple of tiny islands you'll find are completely flat and featureless, but still hit you with jerkovision when you get too close. And are there any proper fluffy clouds? No! And no sun glare, either, Even the sea graphic is crap, offering you next to no clue as to your altitude until such rime as you aceidentally land on it. (Okay, I admit I'm exaggerating slightly for effect here, but not by much.)

Tech specs

Memory: 8Mb

Processor: 4860X

Graphics: SVGA

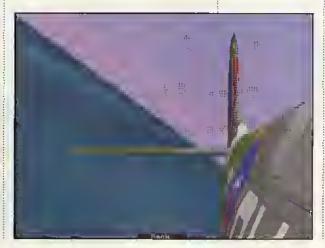
Sound: All major sound cards

Controls: Keyboard, joystick

(Above) The mustang pilol sensibly kept well away from Jerkovision Island.

(Below) Water, water everywhere...

(Below left) Nice instrument panel, nice planes, shame about the rest of it.



Now, I could be being totally out of order when I say this, but I just can't help but get the feeling that somebody, just for the sake of it, just for fun, out of boredom or for something to do one dark winter evening or whatever, wrote a game engine that allowed nine planes to fly around with a pretly fair degree of aplomb in a completely empty void; and then someone else came along and said, "Hey, if you quickly bunged in some ground and an aircraft carrier we could probably release that."

Fighter Duel reminds me of an oldfashioned Mac game, And yes, there isn't a padlock view (although you'd probably guessed that by now). I should mention that there are serial cable and modem options - both of which would be a hoot, obviously - but as a simple 'one-player/in your bedroom/ against the computer' type doofer... well, let's just say Fighter Duel begins to suck big time after about an hour and a quarter. Z

Score



Reasonable tlight models imprisoned within an iffy game environment.

Price: £39.99 Release Date: Out now Publisher: Philips Media Tel: 0171-911 3000









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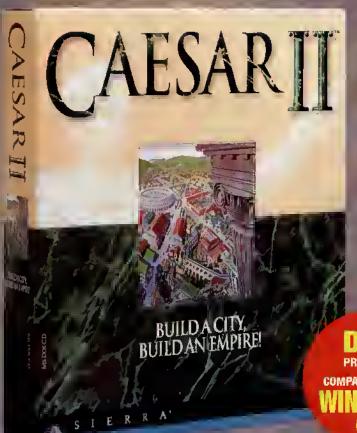
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BNOZ DO BNOZ D

World Deathmatch 95 - 24 of the best Doom Deathmatch players in the world (er. 22 from the US, two from Europe) meet up on the **Microsott Campus in Seattle** to battle it out for top spot. An opportunity for the world to see the thrills and skills of Deathmatch, a chance for the best players to finally slug It out, and a celebration of all that is Doom-y and frag-based. Er, not quite... **David McCandless reports.**

HILE THE HANDSOME UK Doomers slogged it out in various HMVs around the country, the Americans had it good. Organised by DWANGO (Dial-up Wide Area Network Gaming Organisation) who run 22 games servers around the US. competitors for the American leg could play from the safety of home ranches, via modem. After two weeks of toil and trouble, a list of 22 improbably named winners (Thresh, DrDred, DoomDude, and Sillysoft etc) were posted on Usenet. The final was scheduled for Monday 30 October, coinciding with the launch day for Hexen, iD's latest and greatest.

The UK and European contenders - Andre and er, me - were flown out of Heathrow on Friday. We were excited, , chatty, and killed at least three people sitting around us with our endless tedious chat about BFG tricks, plasma tunnels and strafe running.

After spending the morning chomp again to anticipation, the two UR Doomed the hotel, where we are ducton that our special brand of wir and Instead we find lost DWANGO SOME

voutdivou like to see on DWANGO

are talking to one another the regall blond jocks are thighs in the corner a ... two UK players are Come here son!" or insists on filming us. ntemptuously at the residuo h r son!"He alsı has a 😇 😊 🚑

🚵 🗝 gays bar one – a guy inself as the best player in as if it was true. He's arrogant, nce and wearing a near of slip-on black shoes with assels on the front H : - - n- he's going to win, but then we

Microsoft campus, Excitement. Rafting. This is going to be fun...

> 🚮 🕔 shered through a cold perkethrough winding tunnels, Microsoft building proper, It's a rats thousands of little square offices each with a desk, phone, and a machine. Passing Microsoft are at us strangely, as well they since we look like a bunch of Rheads We are led to a small room

Which sittle do we know, will become our comb for the next eight hours.

Pep talk by Microsoft organiser guy and DWANGO specialist, Lance Lancaster, We are given the rules we'll be playing by: Knockout tournament, split into rounds

ettraction, fellowed at 1:10am by the Deathmatch 95 final.

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- Five minute two-player games on Doom, Doom 2, and Heretic (Deathmate): 2010 10
 - Highest accumulated frag scorer is the winner
 - Each game played on a mutually acceptable level 👵 👩 🌖
 - We will be able to configure our mice and keyboards

We will be in a quiet room with headphones and everyt in Sounds good. Sounds professional. Oh, and the catch: Door Sounds professional. Oh, and the catch: Door Sounds professional of the played under the played

- Still, it doesn't seem too bad. Everybody seems contest, shough there's much
- munibling about the five minuse game lengths. The 12 tirst round games are dr
- at random, Andreds in the coth round, drawn against Doomdude, and I'm in the
- 12th roundedrawn against DrDred from New York, an animated focus with a
- pramature moustache, Games are estimated to take about 15 minutes each and played singultaneously, so have roughly an hour to wait. Okay, fair ough, time for a quick exploration of the Microsoft event, the food, the trade

ow, the games, and the fabled Haunted House mock-up.

5:02pm Er no. Deathmatch conjestants aren't allowed to wander around the show. I ther have to be escorted or else have to stay in the room. Except...

are paraded on the main stage, which is basically an opportunity for all the journalists and game company reps to look us over and then deride us Afterwards we are hustled back to the 'tomb'.

The first out call tank go of the sames. The rest of us wait

00000

ally bored. 👁 🏓 🍮

EXTENSION OF THE REAL PROPERTY.

uperpored (with be &

.....

8:30pm o o o o

cheerfully optimitic ned crack 'wrist exercise' jokes will some of Neil' Diar-oud.

Interviewed by I s Movies, Games & Videos. No Steve Pries ly in sight 📭:12pm 🏓 👨 🚭 🤻

8:12pm C. Bared again. We se hearing horror stories from the players. Doom:95: is a night mare you can't configure the mouse properly there are jolrs and pauses in the gameplay, and those who have brought their. wa mice haven i got the drivers for Windows 95/

h A mp to get some food and drink . ood is tree lowing. Ditto for liquid refreshment ethere are drinks and booze. You just help yourself, Gawd biess Bill Cates

finally plays his game. He is comfortably withing when I amount it way, by the ref. Dred. my opponent its help. To speed igs tip, we're going to take you somewhere else, "says the ref. old We re going to play on an tex networks We dutifully a following to play on an tex networks We dutifully follow him through the tunnels, round a corner, down some

There are ranks of PCs here, oads of people, and noise, a mass of music and Doom SER! Amilion miles away from the quiet room

- upskirs. Dred understandably, says he doesn't
 - swant to play. The ref says okay, but if we go
 - · upstairs and wait we "may not get to play at all". We swallow this blatant threat and reluctantly
 - sit down at our allocated computers.

Can't configure the mouse properly. I can change sensitivity, but there's no acceleration. I am screwed.

Our first game starts, Doom 2, level one. Except there is another game going on at the same time as ours. We have no headphones. I can't hear anything except BFGS going off in the game next-door, My mouse doesn't work. I lose 5-3.







of Deathmatch 95 and) coincidentally -only European contributor

tổ iD'S Đơồm 2: The Master Levels: released

this month. , ,

Seattle, blurry monorall shot.

Chaos reigns in the hotel. All the Doom competitors - sporting their tabulous DWANGO adverts... er sorry. sweatshirts - mill around aimlessly as the 'organisers' try to organise. A sign of things to come.

EATURE .XXX

Next game is Doom 1. Except, for some reason, they move us to a different computer where we spend another ten minutes reconfiguring our controls. We start the game. It crashes.

There is some problem with the Doom 95 beta. A Microsoft expert comes over and copies some files. He uses pos to do it, not Explorer.

Dum-de-dum. More errors, Getting very bored now.

11:07em

At last, it's working. The game starts. It's Doom 1, level one. Conscious of my previous defeat. I fight hard and surge to a 7-1 lead. There's one minute of the game left and... Dred quits out.

11:11pm

Whaaaaaaat?

11:12pm

Expletives deleted:

Dred: I had no sound

Me: Neither did 1.

Dred: It took you four minutes of the game to real.

Bystander: He cheated. He quit out because

DWANGO ref: Play the game again,
Me: What?
...DWANGO ref: Start the game again.

Dur rof: Oh man, they we really, sgreet and to one

Me: Jesus

vectory again, this time of the cross fit at s who are well

that The peen - ed. **29pm**We play Ference, I just splash around the first room, pe properly, and sending silly messages to my oppon in leans over and asks eto play properly. I refuse the dwfns 3-6.

ut'sit? G e e er man.

##(45pm) • • • • • •

o / it e > ys h = sec ind round game against Thro h. The DWANGO y p commuted the rules because they to many out of time. out now only play a ten minitte game on Do 1 24 yel 1. Andre fights valiantly but eventually loses. Three is a sp to win the entira tonena ren 11:50pm

\$1,50pm • •

The British is the in the content of the the ready of the with relief and go do ne. No such luck for us - the convert for the final to be played so we can get the bus hom.

12:45pm

The semi-finals are played on the big 100 1 1 screens on the main stage. Initial enthusiasin from the audience of the first semi-final is played and won by Thresh, But on no. 110 of the guys was playing in svo., which means he had 110wer frame rate. It has to be played again. Merlock (who has had two byes into the quarter finals) plays his semi-and loses — haliaha. He kicks this chair in disgust/We laugh.

his chair in disgust/We laugh

The final is finally played on Figure, level i. Cleaners
are hoovering around the stage. After five minutes of moderately paced deathmatching and cat calls

from the audience (along the lines of 'Play Doom!" and then more heatedly, "We want Doom!"), the

wanso server crashes. The game hangs.

here's silence. And then DWANGO Bob bravely teps forward.

• :• • • • • • • • Bob: We have a winner.

• 4 • • • Autionce: Oh really? •

• • 1:30am • • • •

· · · · Now that there's nothing much left to do, we all decide to say our goodbyes to the US of A, catch the bus and make our way over the Atlantic home. Z











sts wate so

Jay Willbar from เมื Sốftware: drunk.

The winner, Thresh; er. winning.-A very-nice . chap he was too. His pulze: a \$10,000 games system. Nice.



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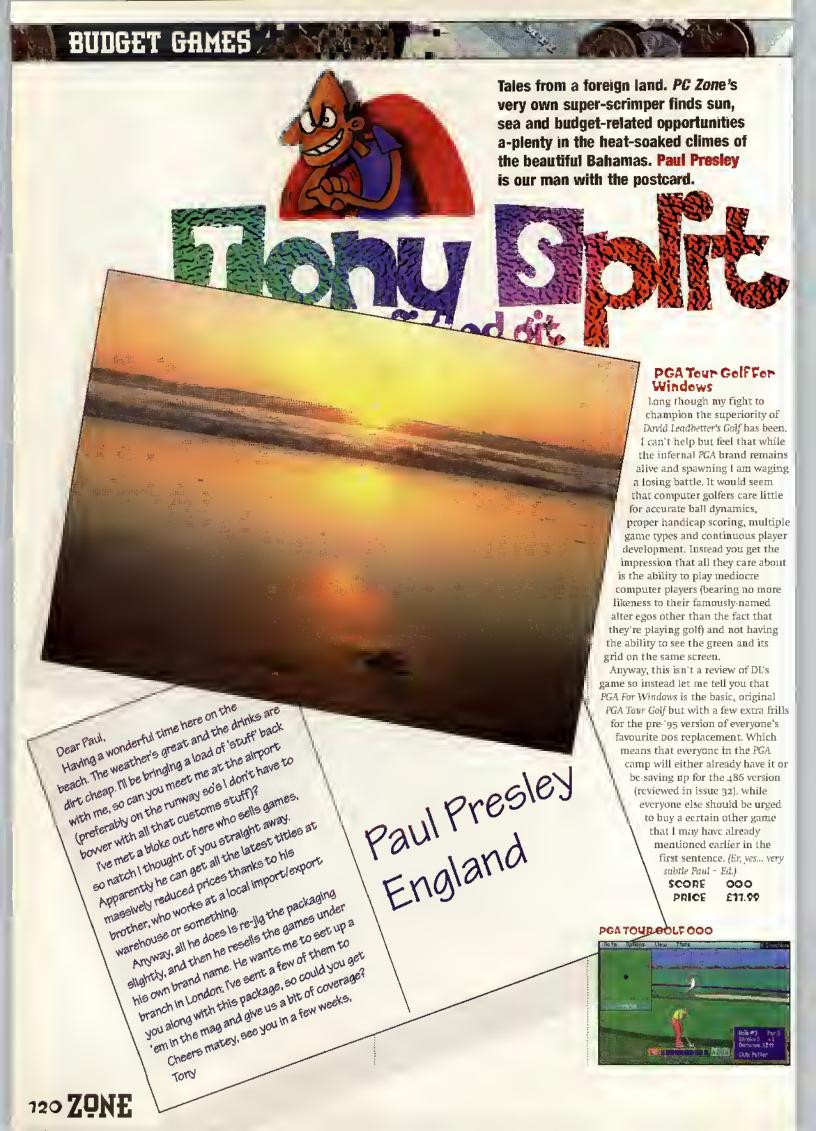
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Rules

All entries must be received by Monday 15 January 1996 and no correspondence will be entered into... so for God's sake, don't call us. No Dennis employees or their relatives are allowed to enter, and neither is anyone who works for, or is related to anyone who works for Sony interactive, otherwise we'll send Jese our Art Ed round to sort you out!

COMPANY TO THE PARTY OF THE PAR	1 - 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	THE WALL STREET
THE CONTRACTOR		
1. If you fall off a surfboard, what is it said that a	on pane done.	
ANSWE	R	Name
,		
2. Complete the following sentence: 'Little Billy o	lid very well to	Address
win the donkey'		
7		
ANSWE	R	
ANSWE	R	Postroda
ANSWE 3. What did Sony Interactive used to be called?	R	Postcode
		Date of birth if under 18



Heroes Of The 357th

Some games capture the imagination and stay with us all our lives. Some allow us to laugh at them before tossing them with a shrug into the wastebin of pointlessness. Others cause a flicker of interest at the time but soon outstay their welcome and vanish, the digital equivalent of fast food. Heroes Of The 357th is one such Big Mac. Too long in the tooth to hack it with today's big boys, Heroes doesn't have much to recommend it other than the fact that it'll run smoothly on most of today's high-powered machines.

Just as flight sim technology has grown up over the past three years, so too has the audience. Admittedly, there aren't too many World War II games out there at the moment but even when it was first released it was a poor second to Dynamix's Aces range - and with those available on budget as well, it still is.

SCORE OOO PRICE E9.99

Nectropolis

It's not often you see super-heroes on your computer screen, which is strange considering how popular they are in the rest of the media. You can't turn on your TV without bumping into animated Batmen, Spider Men or Phantom 2040s, and the cinema seems to have a new comic book adaptation every other week. Where they all go wrong rhough, is in believing that super-heroes are for kids and should therefore be rreated with child-like simplicity (take the bitterly disappointing The Shadow for example). Noctropolis was one of the few times non-comic book writers decided on an adult flavour for caped crusaders.

Sadly this didn't mean anything like an intelligent plot, a sophisticated adventure or eveu a decent interface, but rather the occasional use of an expletive and the odd, fleeting nipple or two. An admirable effort but ultimately doomed to the shores of averagedoin.

SCORE OOO PRICE £11.99

NOCTROPOLIS GOO





SYSTEM SHOCK GOOOD

System Shock

Before Doom killed off our social interaction skills, you may remember a tiny little American company called Origin producing a series of first-person smooth-scrolling action-style games, System Shock was Ultima Underworld in the future, and jolly spiffing it was too. I don't think I've ever come across a more 'complete' game, by which I mean something that has everything you could possibly expect from it. The first time I played it I remember thinking, "You know what, this could do with some kind of video-communications system to give it a more cyberpunk feel", only to suddenly have the game deliver exactly that. Every time you think that System Shock should have a certain something to make it just a little bit better, you get it.

The other point worth mentioning is the freedom of movement available, System Shock lets you run, jump, crawl, lie down, crouch, look up and down, see behind you and even stick your head around corners to see what lies in wait. Doom may have been fast, but nothing has managed to be this real so far. A class product. It deserves to be bought.

PRICE E11.99

Lure Of The Temptress

Whatever happened to Revolution Software? Charles Cecil's team of happygo-lucky programmers should have turned the adventure world on its head with their snazzy Virtual Theatre interface - the first adventure game engine to provide a world in which the characters and locations all existed in real-rime - but two releases down the line and they seem to have vanished.

LURE OF THE TEMPTRESS OO



Contacts

EA Classics 01753 549442 The Hit Squad 0161-832 6633

Lure Of The Temptress was the first VT game and despite being a little on the small side, it proved itself to be a worthwhile addition to the growing number of British adventure titles.

It's been released at a budget price before, but this time round it's on cp. The only trouble is, this doesn't add anything significant to the game, so it seems pointless - if you were going to buy it at a budget price, you would have done so already. A game past its sell-by date, I'm afraid. Let's hope the same hasn't been said of VT by Revolution.

SCORE OO PRICE £12.00

Tactical Manager

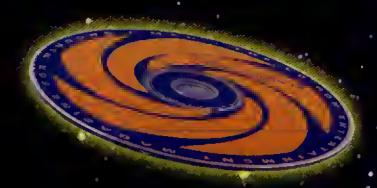
There are more full-priced football management games at the moment than there are reporters outside Will Carling's house, so to have them start appearing on budget labels as well is enough to make Patrick McCarthy leave the country, Tactical Manager first appeared around August last year and so while the player names and other real-life data may be dated, so too are all the ideas and innovations that made it appealing the first time round. You sec, Tactical Manager was originally a bit of a mixed fishy - some nice ideas, lots of annoying ones. Now it's all annoyances.

You can still have up to 46 human players, but this was before networks and modems became fashionable, so you'd actually have to have them there in the room with you, and frankly I don't know anyone with that many cans of lager in their fridge. You can also still play teams from Italy and Scotland but let's face it, that was hardly the game's biggest selling point first time round. It's all simply outdated, in every sense. and you really are better off saving up for Champiouship Manager 2 instead.

SCORE 00 PRICE E9.99



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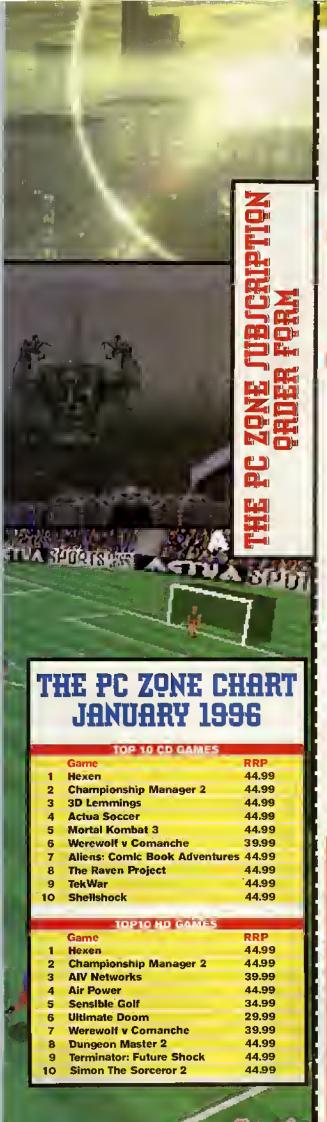




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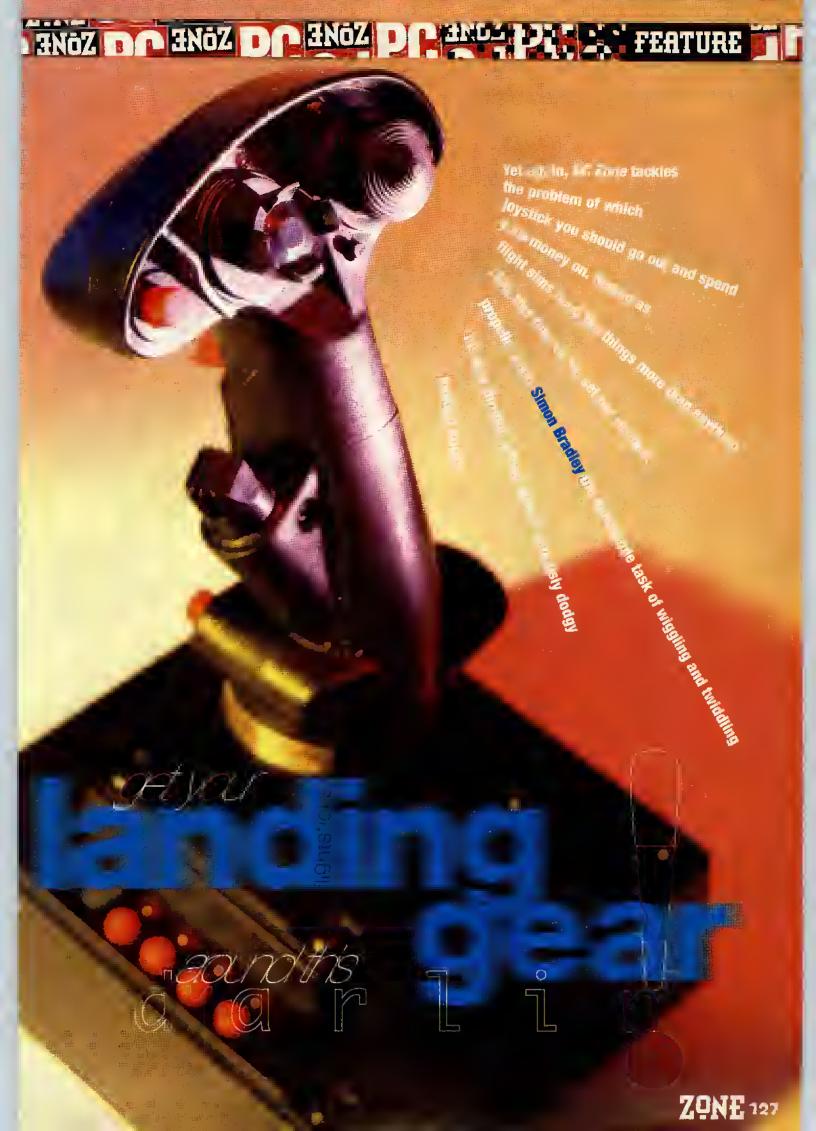
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friendly neighbourhood superstore.

Starting off with what may seem just a tad obvious, what is a joystick and how does it work? Well, at its crudest, it's four switches which get pressed by paddles on the bottom of a stick. Move the stick in any direction, and it will press one or more buttons which in turn send a signal to the PC saying, Hey, I've been pressed!'. The circuitry on the game card then translates this into a signal the game can use, and the software makes the movement happen in the game. That is the way that a digital stick works, and is fine for arcade games and the like, where all you really need is a fast response to your frantic commands. In reality, though, this is no better than using the keyboard (apart from being a lot more comfortable) if you want even a little bit of delicacy in your control.

So now we move onto the next option, in an analogue stick, the little switches have been replaced by a device called a potentiometer which sends a signal saying, 'Hey,
T've been pressed a
little bit/some
wayireally hard!' and lets
your game card sort that
out as well. This results in a
degree of proportional cuntrol,
and means that you can fly
around with

a bit of finesse, rather than just overcontrolling into the nearest mountain.

The next logical development is to fit more buttons. Now game cards (and games) will all support two buitons. known spookily as buttons 1 and 2. If you start putting extra buttons on a stick, they either continue to act as buttons 1 and 2, or they need a bit of cleverness to fool the PC into thinking. that they are keys. As a result, you find yourself with a programmable stick which has a whole gang of buttons on it and can be used to type letters if you're clever enough with the programming. Then, of course, you want to control your views with a coolie hat, which is programmable as well.

That's all very well for basics, but for real sophistication you're going to need a separate throttle. This may be a wheel or slider on the bottom of your stick, but could equally be another unit completely. Either way, this puts extra demand on your game card as to all intents and purposes it works as a second joystick. If you buy a separate

throitle, expect it to be laden with extra buttons, and probably be programmable as well. You can apen a serious can of worms here, so be warned.

Finally, if you're going for the ultimate in realism, you'll need a set of rudder pedals. These are surprisingly straightforward, and act as the other axis of your second joystick. Some have the facility to tilt as well as swivel, and are ace for driving games. They can also act as toe brakes (for the wheels) on some simulators.

Okay, what are we looking at then?
Well, as I have something of a propeller head reputation, it seems sensible that I should concentrate on a round-up of the best control systems for the serious en pilot. Each of the sticks, throttles and pedals reviewed were tested with a simple aerobatic sequence in the \$11-31 in Flight Unlimited, landing the 1-18 on a carrier in Marine Fighters, and flying three touch and go circuits in \$1-27 Flanker. Then we'll have a look at any peculiar leatures of each, before coming up with the best combination depending on your budget.

The sticks fall into two distinct categories – those with throttle controls and those without. Needless to say, atlithe sticks featured are analogue. All the throttles reviewed are programmable, so that's easy, and there are only three pedal sets anyway.

CH FLIGHTSTICK PRO

£69.95
4
1
Y
N
4
88%

An old stager, the Flightstick Pro has been around for at least three years. Although it could hardly be described as pretty, it's well made and has a pleasing air of quality and solidity about it. It has tour buttons arranged on the top, as well as a coolie hat. The throttle is a wheel to the left of the bottom, which is a bummer if you're left-handed but fine otherwise.

ALFA COMMANOER

PRICE	£29.95
BUTTONS	4
COOLIE HAT	Υ
SOFTWARE	N
PROGRAMMABLE	Y
OUALITY	1
August Spart	20100

A newcomer, this is an interesting device offering four buttons, a coolie hat and throttle and rudder sliders in one unit. It's completely

programmable and allows the user to set four different games and select them on demand with a base switch. Build quality Isn't brilliant but it's a good value entry level flightstick.



OVERALL SCORE

Another old timer, I confess that I'm not even sure that this stick is still being manulactured. Having said that, I know that it is still available lhrough several retail and mail order outlets, and is worth a serious look. The buttons are arranged in a slightly peculiar way, and the whole thing looks kind of odd, but there is no doubt that it works. It's well made and has a throttle wheel in the base which is quite easy to use,



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slightly better, the mouldings are of a better quality and the programming language is a doddle. The action of the stick itself is excellent and the whole thing works far better than you'd expect, judging it on tooks

alone. And it's half the price of the Thrustmaster. Just for good measure, all the CH F16 sticks have a throttle as well.



THRUSTMASTER FCS

PRICE	£99.99
BUTTONS	4
COOLIE HAT	Y
SOFTWARE	Υ
PROGRAMMABLE	N
QUALITY	4
OVERALL SCORE	90%

Ah, an old faithful, It pains me to say that I actually bought one of these a tew years back. This is the original, seminal serious simulator stick, the benchmark that all the others have to line up against, Even now, five years on, it still performs as well as the best in most respects, in its 'pro' guise It gained feroclous springs and a metal base to stand tirm in the most bitter of dogfights, while in the latest MkII torm it has acquired a gaiter round the base which is

> completely pointfess and looks crap. But It still performs, even it It is still on the ugly side.



SUNCOM F15 RANGE

PRICE	£19.99	
	to £149.99	
BUTTONS	4	
COOLIE HAT	2	
SOFTWARE	7	
PROGRAMMABLE	K	
OUALITY	4	
OVERALL SCORE EAGL	87%	

The four Suncom F15 sticks are all very similar, differing in program modes and button functions only. The top of the range Eagle has all the teatures you could ask for, is tully programmable and looks the bees knees as well. These sticks are claimed to be replicas of the real F15 column, which doesn't seem unreasonable. Although they lack the weight of their top-end rivals, they are large and solid. The buttons don't feel as sturdy as the sticks on offer from the two American companies, but nonetheless seem pretty good for the money. The top-end Eagle Is particularly well-specced and is different enough to be worth a serious took. Pity the side switch is only a toggle, though...



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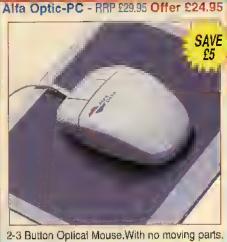


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 BUTTONS
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 COOLIE HAT
 Y

 SOFTWARE
 Y

 PROGRAMMABLE
 Y

 OUALITY
 5

OVERALL SCORE 929

The guys (and girls) at CH have played 'catch up' with Thrustmaster for longer than I can remember when It comes down to serious simulator controls, but until now they've never had a separate throttle. That's all changed with this gadget, though. It has a slightly different action, being a stider rather than a traditional throttle, and it doesn't have the 'litted out of the cockpit' look of the Thrustmaster. But it really scores on the ease with which it can be programmed, and the quality is well up on anything else around.





ZONE 133



These caused a bit of a slir in the simulation Ireak community when they hit the scene, not least because they look so damn odd. Basically, lake a typically large CH joystick base, saw the slick off and glue on a set of pedals and you'll get the general idea of whal I mean. Despite the odd looks, these pedals work well and offer the added bonus of Litting, making them ideal for driving games. They also use no more space than their basic footprint, which is a major plus for the maniacally untidy gamers among you.

THE VERDICT

It became apparent that there was a distinct group of excellence in this collection, especially where the sticks were concerned. The offerings from CH and Thrustmaster stood head and shoulders above the rest, although the others were not generally that bad and would be quite acceptable in less exhalted company.

The Suncom sticks produced a fair performance, but were let down by a vagueness around the neutral position which seemed impossible to tune out. However, in their favour they are easy 10 program and offer loads of features, some of which are pretty good.

The Thrustmaster offerings are of a very high standard, although I'm not sure that the build quality is as solid as it used to be, and the programming language is massively non user-friendly. But, and it is a big but, everything worth flying supports it directly.

CH has got the edge on build quality and cost, and it's well up there with control, but it trails as far as looks go. Now to most people looks don't matter to a great extent, but it could be a deciding factor for the more

aesthetically-minded out there, Programming is a piece of cake (in fact, both CH and Suncom seem to use the same program) and the ergonomics are way ahead. That leaves us with the Alfa Commander; as it's a pre-production stick it wouldn't be fair to accuse it of being poor quality - the finished product may be an improvement. In a to like it because it's a great idea but unfortunately it's vague, imprecise and flimsy; control is sloppy and the whole thing is uncomfortable to use.

So, my choice?

Skint: Flightstick Pro if you're not too badly off.

Doing okay: One of the low-end Suncoms plus CH Throttle, probably, Maybe Flightstick Pro and CH Throttle instead. Comfortable: Either a CH #16 and Pro-Throttle, Thrustinaster FCS/WCS2 combo or a mix of these, plus CH Pedals. Money no object: Thrustmaster F16 FLCS

and TQS with pedals.

Let's be silly: Thrustmaster F16 FLCS, TQS, pedals allied to F16 cockpit and Thunderseat. Needs loads of space, ten month's delivery and about £5000 total cost. Plus a spare room, of course... 🖀

OVERALL SCORE

The original, and certainly the best looking al the rudder systems on the market, this is a no-frills device that manages to look like something that actually belongs in the cockpit and offers a really authenlic feel to its action as well as looks. It's well made, but not cheap, and it needs a lot of floor space to be used comfortably. And If you store things under your desk like I do, that could be a problem.



Contact numbers **CH Products**

0121-327 4499 Gravis

01604 768711 Alfa Commander

0181-960 9291

01454 326532 Thrustmaster 0181-577 1700

134 ZONE

IF YOU WANT TO WIN... You have to have control!



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Advanced Gravis Europe. Antennestraat 70, 1322 AS, Almere, The Netherlands, Tel: 0031 36 5364443, Fax: 0031 36 5366011

PC ZONE ON-LINE

There's no bigger twat than a cybertwat. No uglier a head than a Nethead. Definitely no poncier a git than a beer-bellied fat arse with no hair, a goatee, and – oh look, a pierced nipple! – spanking his plank endlessly about the Internet and 'virtual worlds' in a really loud posh voice while he sits smugly sipping his Japanese bottled beer and smoking Gitanes in an over-dark over-expensive 'concept bar' in Soho. How can you get your own back? Easy – put a 'virtual' fist down his goddamn fat-lipped gullet... and bluff him to death.





and a pint of Amaretto in the old stomach. There's this gitl, right. Very attractive, very trendy. You fancy your chances. You sidle over, introduce yourself, get talking. She's really into 'surfing' (we'll let that one pass), she's on Demon (er, some new kind of club drug?), and she absolutely loves Douglas Coupland (et...) – but she's beginning to notice your glassy-cycd expression (brought about not just by the Amaretto). Here comes the crunch...

HER: We've got a PoP at work.

YOU: Yealn? Cool.

HER: Do you know what a PoP is?

YOU: Yeah, 'course.

ER: What is it then?

YOU: Er...

Game over man.

INTERNET INTERICHMET

Maxtrix, Digital Interstate, Information Superhighway, Cyberspace, Infobahn – call it what you will, the Internet is here. On telly, in the papers, at parties. And whaddya know? You don't know a thing about it. You don't even understand it. You have no idea what the Internet is. But don't worry, you'te not alone – nobody really knows about the Internet. If somebody says they do, they're falking crap. Cybertwats, nob-ends, journalists, trendies, advertising execs, the Labour Party – they haven't a clue what they're spouting on about. They just do it to make you look stupid while they look cool. But we're on to them and that's why we've prepared this Bluffer's Guide To The Internet, so you can steer your way through PoPs, FTPs, and alt.sex.not.getting.any with minimum embarrassment and maximum impact.

HIJTORY

Okay, we'll start with History. It's of paramount importance that you understand that the Internet actually emerged as a result of the American government's paramoia during the height of the Cold War in the '6os. They reckoned if the Commies launched a nuclear strike that knocked out communications, their Arpanet (Advanced Research Projects Agency – memorise this) would survive, it being a wide area network (similar to a local area network found in most offices

only, er, wider). Of course, after an all-out thermo-nuclear wat, logging on to Demon and downloading a pictute of Dannii Minogue's tits would be the last thing on anybody's mind, but they missed that.

REMEMBER: Cold War, ARPANET, Wide Area Network, and that Dannil Minogue gag

TODAY

The National Science Foundation then created the Computer Science Network (CSNET) in 1982 for use by computer scientists, followed by the larger NSFNET in 1983 which linked the NSE'S five supercomputers located around the US. This was then superseded by a speedier, wider reaching network in 1988. By 1992 the new network was already becoming overloaded, hence the introduction of yet another one, which has become the backbone of the Internet as it's known today, Gosh,

REMEMBER: 1992, CSNET, NSFNET (liberal usage of those acronyms should automatically shut them up)

HOW IT WORKS

Data is transferred across the Internet using an enormously complicated set-up of phone lines, satellites and specific Internet cabling. Information that is to be sent or received has to be broken down into data packets containing the necessary addresses and information on how to reassemble it once it has reached its destination. Connections between vastly different sorts of computers are made possible because they are all forced to use the same language, or 'protocol', called TCP/IP (see our Jargon Buster section for more details). This allows your humble PC in grubby Grimsby to connect to a PC in sunny San Diego as if it were in the next toom (of course in the old days before digital phone lines this was the equivalent of shouting the code of a program down a rolled-up newspaper).

REMEMBER: Data packets, protocols, TCP/IP (do NDT make a joke about popular disInfectants with a similar name)

HOM DO AON GEL OV. ILS

Service providers operate their own dedicated connections to the Internet and through them you can connect your own PC to the Internet – for a price. Choice of provider is one of the most important aspects to consider and it's essential for the sake of your phone bill that you can get a local connection. rather than having to make a long distance call. The majority of information on the Internet is free; all you should pay for is your time on the phone and a monthly connection fee to your provider. Some charge a flat monthly rate – from as little as £10 – while others charge a basic fee for a certain amount of Internet time per month (ie 25 hours), and then charge extra if you go over that. The second type tends to be more expensive. When you sign up with your service provider you will normally receive all the necessary software for browsing the World Wide Web, setting up an e-mail address, joining newsgroups and transferring files.

If you're not on 'the Net' and somebody asks you who you're 'with', say either:

a) A cool provider like Demon, CIX, or Cerebus

b) Make np a provider's name but make it sound really spacey, sci-fi and alternative. Recommended choices: CyberWow, Babylonia, Anarchy, BlackCat. Usage: "Yah, I'm Funky at Ninjascopic <dot> co <dot> yon know the rest ~ hah hah!").

REMEMBER: Providers and a cool provider name

MHAT DO YOU DO THEM?

By using a service provider your rc actually becomes part of the Internet. If you don't think you want this (or just don't nuderstand how this can be...) you can connect to the Internet through other on-line services like cix (Compulink Information Exchange). CompuServe, or the Microsoft Network. As well as providing their own range of special services these let you access certain Internet features, such as

Internet addresses

Internet addresses are as tussy and complicated as you would expect for such an arcana system — you have to get every bit exactly right if your message is to reach the right mall box or you want to download the correct Wab page. And as wa don't swap numbers with potential sexual partners these days, you must learn to remember and interpret these addresses.

The best way to explain how these addresses work is to look at specific examples. For instance, my e-mail address might be pierced-idiot@stomp-flyed.co.uk (but it's not). Tha first part is the name of my mailbox on the office network (pierced-idiot). After the @ symbol comes the domain containing the name of the computer linked to the internet (in this case our workstation stomp-flyer). The 'ik' obviously denotes the country in which the computer is located, and 'do' means it is a company, You might find other addresses with 'com' (for a US company), 'org' (an organisation), 'ac' (an academic institution), or 'gov' (a government address).

World Wide Web Internet addresses work differently. They usually start with how the information is to be accessed, usually 'HTTP' for hypertext or FTP for file transfers. This, for some reason, is followed by ': //' and the name of the computer tha information is coming from.

For example, http://www.movies.net/index.html takes you to a movie information Web site. The address tells the PC that the required pages are called index and can be accessed as hyper text (.html), on the machine called 'www', belonging to the 'movies.net' organisation.



e-mail and file transfer, but won't allow you to directly access the World Wide Web.

REMEMBER: CIX, CompuServe, Microsoft Network (memorise the tact that these are NOT the Internet, and if you make the taux pas ot saying so, you will suffer much vacuous posh laughter and bobbing of ponytails)

AND WHAT' I ON THERE?

The range of information that can be found on the Internet is enormous. With conservative estimates quoting 30 million users connecting regularly (other sources reckon nearer 50 million with at least three quarters downloading porn) you're bound to find someone who shares similar interests to your own. There are Web sites dedicated to anything and everything, from Melrose Place to virtual shopping malls, Or you can try one of the 18000 odd newsgroups covering subjects from the deification of Anna Nicole Smith's orbs to the History Of Clogs (Wooden) Parts 001–0121. If yon're having trouble finding the information you want there is even a variety of search engines that will run off and find the information for you.

REMEMBER: 30 to 50 million users, 'virtual shopping malls' (v. poncey), and the History Ot Clogs (Wooden)

Em Em Ven a Secondar Joseph Develop Develop Bet Step Bet Step Bet Step Bet Secondary S

*Note:

use the preposition 'on' instead of 'in' or 'with'. Do not say "I'm in the Internet" or "We're with the Net", The 'on' word provides a sense of immediacy and treacherous balance that might otherwise reveal the slightly sad, non-real-time oace of It all.

33

PC ZONE ON-LINE

a



When most people think they know something about the Internet and go on and on about the funky screenshots of weird graphics and cool pictures they've seen, the chances are that the stupid twats are actually talking about only one part of the Internet - the World Wide Web.

WHAT THE -?

The Web was specifically designed to appeal to a much wider audience than the tossy old-school pos interfaces originally used to send and receive documents over the Internet. Divided up into 'sites' and 'home pages' (basically the same thing), the Web allows multimedia displays to be downloaded to any PC connected to the Internet and equipped with a 'Web browser' (like Netscape). Being divided into pages with full colour graphics, the Web looks and feels far more like printed pages in a magazine – but instead of having to flick, Web sites contain 'hyperlinks', or jumping off points, to other related sites where you can download software, text files, and video or andio clips. Click your mouse on a hyperlink and your PC will take you there automatically and download the relevant pages.

HOM THE -5

To make your way around the Web you need a Web browser to provide you with a simple point-and-click interface to this part of the Internet; it also saves users having to cope with the indecipherable commands previously needed to get from one place to another. Browsers can be used under all the common operating systems including UNIX, Macintosh. Windows and Os/2, as long as the computer it is being used on has SLIP or PPF access (see our Jargon Buster section). The most widely used browser currently available is Netscape; early versions of this software are free and can be downloaded from Netscape's Web site at http://home.netscape.com/, although this won't be any use if you don't already have access to the Web.

WHY THE -?

Of course you don't get pretty pictures and tarted-up text for nothing, and the price you pay for using the World Wide Web is the excruciatingly slow rate at which some pages download. Basically, the bigger the graphics on a page, the longer it will take, and the more people accessing the page, the slower your connection. This means that popular pages, like porn sites, can be impossibly slow – especially if you're connecting at the same time as our transatlantic cousins in the US.

WHEN THE -?

The Web is only around three years old, but innovations are constantly emerging. Web developers have already decided that the existing Web sites are dull and unimaginative, due to the HTMI (Hyper Text Markup Language) used to design the

pages and embed the hyperlinks. A year ago, at the first World Wide Web conference in Switzerland, specifications were proposed for VRML (Virtual Reality Modelling Language), which is set to take the Web by storm over the next year. VRML, having been worked on extensively by the Silicon Graphics boffins, will apparently allow standard 486-based PCs with merely a 14.400bps modem to fly through virtual 3D worlds in the shape of cities, museums, shopping malls or allegedly (but not very interestingly), tourist resorts. This will effectively put an end to the flat 20 images that people thought were so eool.

Internet access, especially to the World Wide Web, could become a common feature of your boring old TV. Philips has already announced plans to launch its CD-Online Internet service consisting of a modem that plugs into a standard CD-i player with its own Web browser. Several cable television companies are also now offering connections through your television set using their existing cable networks, which should offer faster access times than phone–based modems.

ITEI

The best way to find something on the World Wide Web that will sustain your interest is to hook up to it and look for yourself. To get you under way we've put together a decidedly non-definitive list of starting points you may think worth considering. Remember that new sites are being opened and old ones closed all the time, so we make no apologies if some of the addresses refuse to do anything exciting.

Yahoo: A Guide to WWW

http://www.yahoo.com

Nicely categorized guide to what's on the Web with everything in its proper place, including a fair few 'adult' references. Whole Internet Catalogue

http://www.gnn.com/wic/newrescat.toc.html

WebCrawler Searching

http://webcrawler.com/

Powerful searching tool that trawls a huge database of sites for key words.

DoomGate

http://doomgate.cs.buffalo.edu/

If Doom is your destiny...

Nathan Cochran's Home Page

http://wantree.com.au:80/gamewave/

Enticing library of reviews and game related articles from a freelance journalist.

Games Domain

http://wclrs/bham.ac.uk/GamesDomain

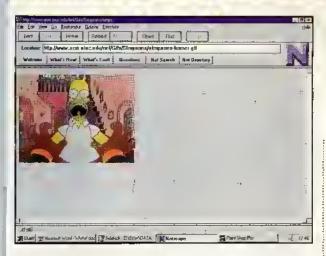
Central Internet warehouse for gaming information, lists of rags and other games news.

Gopher menu tor games sites

gopher://sol.csd.unb.ca/11/FAQ/rec/games/

Нарру Рирру

http://happypuppy.com/games/lordsoth/index.html Happily tells you it covers nearly 1000 games.



(Left) Most Web browsie type people use NetScape. There are others, notably Mosaic and Web Surfar, and you can also find soma freeware onas floating about.

Usenet FAQs

http://www.cis.ohio-state.edu/hypertext/faq/us enet/PC-games-faq/top.html

List of gaming FAQS.

The Gamers Ledge

http://www.medio.net/users/mgodscy/games.html

Games reviews, demos, and downloads galore.

Strategic Simulation Gaming Home Page

http://world.std.com/-ctate/strategy.html

Site dedicated to anorales.

Klingon Language Institute

http://www.kli.org/klihome.html

Practice the ever popular Klingon language with your friends.

The Devil's Dictionary

http://www.vestnett.no/cgi-bin/devil

Lockpicking

http://www.lysator.liu.se/mit-guide.html

Advice on cracking a huge variety of locks.

Banned Books

http://www.cs.cmu.edu/Web/People/spok/banned-b

Get your hands on texts censored and banned by foday's totalitarian regimes.

Hong Kong Movies Home Page

http://www.mdstud.chalmers.se/hkmovie/

All you could ever want to know about the world of gore-filled chopsocky movies.

The Simpsons

http://turtle.ncsa.uiuc.edu/alan/simpsons.html Compulsory pages for Homer fans. Download sound files and the obligatory icons for your hard disk.

The Sci-Fi Channel

http://www.scifi.com/

Vibe Magazine

http://www.vibe.com/

UJENET NEWJGRQUPJ

The thousands of Usenet NewsGroups are more functional and interesting places on the Net. While the press and that fat arsc with the goatee go on about the WWW and all that crap, other more down to earth and cool people 'chat' on Usenet (we use 'down to earth' and 'cool' in the most flexible sense).

Basically, there are around 19,000 newgroups, with new ones being created every day. They cover more or less every subject possible, from Vaisnava spirtual traditions to T J Hooker, from Radish Therapy to Doom. Operation is simple; you 'tune' your OLR (Off Line Reader) to a conference which pursues your interests, download the existing message base (some groups have been going for years and their messages are well over the 10,000 mark), and then start contributing your own brand of sassy British wit and sarcasm.

Unlike moderated conferences on Cix and CompuServe, Usenet is rarely censored or edited, so a warning for the fainthearted, the language can get a little 'salty' at times. Z

B Jargon buster

With the popularity of sci-fi like acronyms applied to anything vaguely linked to the internet, you could be torgiven for thinking that it's populated by a bunch of old dickheads. And you'd be right. A high proportion of elitist fossers can be found sadly lurking on the internet all the bloody time, but you can now argue with them on an equal teating about the relevant merits of PPP over TCP/IP with the Zone Bluffer's Guide to Internet Bollocks.

Archie: Short for 'archive'

Indexes FTP sites so you know what's downloadable.

FAQ: Frequently Asked Questions

'Required' reading better entering discussion forums or newsgroups, Usually put together by aspiring Internet 'celebrities' and populated with substantially unfunny 'gags' (le 'TCP/IP – good for cuts and grazes').

FTP: File Transfer Protocol

It you want files from another PC, this is the basic way to transfer them across the Internet.

Gopher

'Easy to use' menu-based Interface for locating information,

The language used to create Web pages.

HTTP: Hypertext transfer protocol

The way Web pages are viewed (that's as much as we understand).

IRC: Internet Relay Chat

Service that lets users join rooms or 'channels' to communicate via keyboard, Beware: this is where 'dodgy' people hang out.

PoP: Point of Presence

Phone number you dial to access an Internet service.

Pronounced 'P of P' it should not to be confused with...

POP: Post Office Protocol

How you transfer e-mall from your service provider.

PPP; Point to Point protocol

The dialect of TCP/IP that your PC sends down your modem to your service provider.

ROFL: Rolling On the Floor Laughing

Posted as a reply to a tunny comment or to butter up somebody you want work from.

RTFM: Read The Fucking Manual

Self-explanatory and rather blunt really. A comment reserved for those who have obviously pirated the software they are using, or for blind internet users.

SLIP; Serial-line Internet Protocol

Similar to PPP but more limited and not as fast.

TCP/IP: Transmission Control Protocol/Internet Protocol

The language governing Internet communications (do NOT make the obvious joke).

URL: Uniform Resource Locator

It's another name for a Web address, thickie.

Veronica: Very Easy Rodent-Oriented Netwide Index to

Computerised Archives

Another search tool. A very sad person with a beard spent hours thinking that one up.

WAIS: Wide Area Information Server

Automated internet search that locates documents with key words. Try: lactation, facials, and clogs,

WWW: World Wide Web

The name given to the mass of HTML documents available on the Internet that are accessible from HTTP or Web servers.

A MIND BLOWING GAME



SDL CUTTER HAS SOMETHING DN HIS MINO...

...IN TWO HOURS IT'S GOING TO EXPLODE!

BURHECHELE







CD-ROM

"...AN EXPERIENCE NOT TO BE MISSED." GAMES WORLD



"THE GREATEST CD GAME IN HISTORY?"



The roll totte 38 p.a. mibute theop rote and 48p at all other times (meximem casts C2.08), Flower gad parmifelas Boom the person paying the kill. Compatitias etems Ostabar Isl.

ALSO ON CD-i





PHILIPS



Charliebrooker



























OH YEAH?









IZZAT SO?







Brother Solo B75

Dave Mathieson's got no friends but he does have a brother, so we thought this PC sounded rather apt.

here seems to be two schools of thought in the area of PC design. The first is the usual 'stuff all the bits into a beige box with a few lights on the front' approach that we all know and love. This pleases techie types, as it makes them feel that they're the proud owner of a 'proper' computer, with all the meatiness that goes with it.

The other approach is to make the PC look a bit cuddly and as unintimidating as possible so that it appeals to the family market (you know, those families in the adverts where the kids get A+ for their homework by using a couple of educational CD-ROMS while their parents stand behind them looking smug). Whoops. There I go again, being cynical. What's wrong with PCS looking nice anyway?

All in one

The first thing you think when you take a look at the Brother Solo is 'Ooh! Isn't it compact?'. There's no system unit as such, as the Pc bits share the same box as the monitor (which, incidentally, weighs a sodding ton). The floppy and quadspeed CD-ROM drives are built into the front, as well as a headphone socket and volume control for the audio part of the machine.

While this integration looks nice and tidy, the main disadvantage of having the PC and monitor combined like this is that you can't upgrade the latter, and while the Brother's screen is perfectly usable, I've seen better ones fitted to some conventional PCs.

One of the things that puts the more technical minded punter off 'home' machines like the Solo is the fear that it may be filled with all sorts of horrible non-standard components that make upgrading a nightmare. However, Brother has wisely chosen not to follow this route, fitting a standard motherboard with spare 1sA and PC1 slots, as well as room for more RAM. What's more, getting your grubby hands on the insides is a breeze, as,

once you've removed some screws, the whole re bit is on a pretty nifty hinged unit that just pulls out.

The sound card is a standard 16-bit SoundBlaster clone, and the internal speakers, while not ear shattering, give good enough sound quality (you can always attach something heftier through the headphone socket if you like annoying people).

On the performance side, a P75 is good enough for most games, giving a decent frame rate in titles like Doom and

Score

brother

Descent. If

svga flight sims are
your thing, though, you'll
need a pgo; US Navy Fighters on the
Brother, for example, caused the jerky
demons to come out and play. The
hard disk isn't particularly fast, which
doesn't make a huge difference to the
gamer but is nevertheless noticeable
when using Windows.

Overall, then, the Brother is a nice-looking, well-integrated piece of PC. While it's not as fast or cheap as some, it'll appeal to the more fashion-conscious punter. However, if you take great pride in having the highest Doom frame rate on the block, you'll be better off looking elsewhere. Z

A groovy-looking PC that's not quite as fast as the competition.

Price: £1399 exci VAT Release Date: Out now Manufacturer: Brothe: Tel: 01270 415989 (Mail purior pub)



Love looking at yourself in the mirror? Dave Mathleson does, so we gave him a gadget that made him realise quite how lovely he is.





Connectix Connectix QuickCam

bit of kit has nothing whatsoever to do with playing games. But it is nevertheless pretty smart—besides, Zone readers are known for their appreciation of the groovier things in life, so read on.

We're all used to seeing the titchy little video clips that are included in loads of games and multimedia titles, but most of them are rubbish as the subject matter is invariably something important or useful. What could be better than seeing these same video clips, but featuring your own mates? (Quite a lot of things, actually.) Anyway, the QuickCam is a rather nifty little camera which simply plugs into your pc and can capture both still images and video clips.

Private eye

The camera itself is a kind of spherical plastic eyeball that looks like it's been salvaged from one of those droid breakers yards in the *Star Wars* films. Obviously, round things are well known for their rolling properties, so Connectix has thoughtfully provided a triangular base 10 keep the camera in place, which means that you can put it on top of your monitor.

Live video is one of those things that sounds like it involves shitloads of hassle, but luckily, apart from the 'Cam' bit of its name, the 'Quick' in QuickCam is also apt. Setting the thing up is simply a matter of plugging the cable into your printer port, and inserting another adaptor thing between your keyboard cable and the keyboard socket in your PC. Run the install program (which comes on a single floppy), and it's time to enter the land of pulling silly faces and making obscene gestures.

You've been framed

The first thing that you notice about the output from the QuickCam is that it's not exactly up to CinemaScope levels of quality. You know when The Chart Show features the Indie top ten and most of the bands can't afford decent videos? That's what you get with the OuickCam. What's more, the frame rate is strongly reminiscent of playing EF2000 on a 486sx. While this may not sound too good, the sheer novelty of seeing yourself talking, smiling, laughing and crying, all on your humble old PC, is hard to beat. What's more, when combined with a torch, you can use it as a kind of endoscope to see various parts of your body as you've never seen them before.

Recording clips is simply a matter of pressing a button, and if you could devise some way of lugging your PC round with you while pushing fat blokes into swimming pools, you could probably send the clips in to Jeremy Beadle. There's also a program provided for capturing stills, and for an extra £30 you can get networking software that

enables you to link up with other users. Unfortunately, this only works over a network and not a modem, so you'll have to put all those pervy videophone fantasies on hold for the time being.

While it's hard to think how the average punter would get any use out of the QuickCam, it's great fun and, combined with other packages that can import .AvI files (the Video for Windows formar), such as TrueSpace, it has lots of potential for creating all sorts of weird animations. **Z**



Olivetti



A PC that looks like a VCR that you can play Doom on? it must be the work of Satan! We sent Father Donald Robertson to exorcise this unholy sounding creation.

NE THING ABOUT PCS IS THAT they are generally impossible to disguise in the home environment - but now there's a new breed that tequires a second look to identify exactly what they are. The new Envision from Italian giant Olivetti falls into this category - it's a PC that looks totally different, comes without a monitor and is designed to sit inconspicuously underneath your relly.

The Envision is equipped for Video CD, which of course means MPEG; MPEC stands fot Motion Picture Expert Group. the group responsible for everyone's fave video-on-a-pc system. The latest MPC (Multimedia PC) standard, MPC3. has recognised the importance of video and included MPEG.

Looks familiar?

Quite a few machines approach this spec, as well as the Envision, Finished in black (of course), the interesting point about the Envision is that rather than looking like a conventional rc, it looks more like a twoyear-old video cassette recorder, complete with forward/reverse buttons, digital time read-out and remote infra-ted controller. The keyboard has no lead but communicates by infra-red to an eye in the facia, and there's a trackball in place of the normal mouse. We had a few problems with it, so we used the PS/2 mini-Din sockets below the facia to plug in a conventional keyboard and mouse, This was just as well, as using the original feels like typing on a plank.

The machine comes supplied without a monitor, as many prospective purchasers are

expected to use the TV in their living room. There are two scart sockets at the rear, as well as a standard PC monitor socket and a selection switch. Other connection points include minijack audio in and out at the front and rear, phono plug audio out, one each serial, parallel and joystick ports, and MIDI in/out. The Envision is nothing if not well-connected.

Switching the unit on is unusual. After 30 seconds or so of activity, the screen blanks until you press the standby switch on the facia or infrared remote. This then brings up the installation screen for Windows 95 (the one you see in the adverts that says 'Start' with Stones music on a washing powder background). Once you've entered the serial number from the Oli-badged Windows 95 disc along with your name, the machine whirrs and reboots for a bit before you finally get to Olipilot; Olipilot is

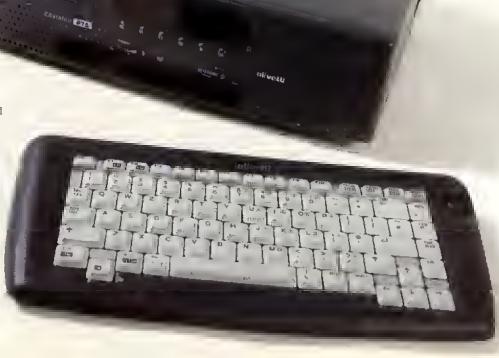
a proprietary

interface which presents Windows 95 and programs as equipment in the rooms of a house, and as usual with proprietaty interfaces, simply slows things down. Fortunately it has a nice big Exit doot.

Testing, testing 1-2-3

Once we got the Envision to our Penthouse Lab, we tested the MPEG with several Video CDs. Our favourite title happens to be Female Vampire, a frotteric of lasting cinematic value. albeit a bit rough in places. The Envision's MPEG software, Olipilot's Video CD Player, has no time bar, which makes it impossible to select the particular 78 frames you want to, er, inspect repeatedly; because of this we used Windows Media Player, The playback quality was watchable, but not excellent - what's more, not all the MPEG discs we used for our review seemed suitable for the Envision - it recognised Four Weddings And A Funeral but that was about as far as it went.





90s typically give 40-45 fps, my own DX2/66 gives 21, and you can expect a frame rate of 30 from a DX4/100. However, the Envision produced a frame rate of 27. The DX2/66 and DX4/100 both have crackin' graphics cards, but they still cost less than £1600, or the price of the Envision. For the asking price (excluding a monitor), you could get a far better standard MPEG-capable PC which would give you improved performance of up to 30 per cent. It would also have more room for expansion cards and drives, and its motherboard would probably upgrade to at least a 100F, if not a 133P processor.

And yet, and yet. The Envision is still a PC, no matter how camouflaged, and works well enough, though you'll need a monitor for word processing. PCs are not generally things of beauty, and the subdued cosmetics of the Envision might, (just) make it acceptable to the furnishings tyrant. However, if you've always believed that beauty is only skin deep, you're probably right, Z

core



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Score



If you just want e good PC.

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TROUBLESHOOTER



He's seen it, done it, and fireballed it to ashes before others have even got past the first level. And yet, and yet, he's still a miserable little git. Victor Meldrew step aside, The Boggit is here.



TROUBLESHOOTER





solutions and spolls for all the latest

games. This is not an answering

machine. This is not a premium line

number. A reaf person on the other

end of the line will be more than

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Because our lips line is so busy, and because the man who answers the phone is only a mere mortal we need you to prove thal you have actually bought the magazine and that you're not just a freeloading blagger. To do this, our tips geezer will ask you for a password before you request your tip. This month's password is... "Spooge-tastie".



SUPPOSE THAT PLAYING COMMAND & Conquer until 3am comes under the heading of self-inflicted injury. Yes, yes, I know it's sad, but at least most gameplayers are fully aware that they are hovering close to the line between enthusiastic hobbyist, and potential 'Care in the Community' candidates, To prove that I really can see the funny side, l'Il repeat a quote l'came across earlier this month: "Computer hobbyists are generally overweight males of somewhat questionable hygiene, who play games in their underpants." Oh dear, oh dear, I feel as if someone has been looking through my keyhole.

Alone In The Dark II

I've got into the room with the piano in it, but I can't figure out how to open the door at the end of the room. I used a token in the piano, but it doesn't seem to do much. Also, is the altar (or whatever it is upstairs) anything to do with it? Please help me even though I am totally crap at the game and will probably just get stuck again.

Daragh Lowe, Limerick

There was a young man called Lowe Who didn't know where to go. He knew what to do, To get out of the stew, But the tokens he needed were two.

Boo, hiss, gerroft! I'll have you know that took me five minutes to make up. Return to where you used the nickel in the slot machine and you should find that there are two tokens. Both tokens need to be inserted in the music machine to open the door. Incidentally,

Write to PC Zone

It you have a query concerning a role-playing game or adventure, or you have a hot tip or a cheal to share, then write to:

The Boggit The Old Blackthorn Tree 29 Blackthorn Orive Larkfield, Aylesford KENT ME20 GNR

it's an organ, not a piano. And if you can confuse your organ with a piano then I can only suggest that you contact The Guinness Book of Records.

Ultima Underworld II

We've found all the blackrock gems and have cut the Guardian's lines of power in all the worlds. We've got the Horn of Praecor Loth, and the Air Daemon is installed in the Avatar's body, but we can't use it to blow the damned horn.

Can you please tell us if we've missed something? It's so horribly frustrating to seem to be so close to the end of the game and yet unable to go on.

Ann & Ken Clarke, Faringdon

Do you realise how silly all that sounds? Whenever I read of 'The Mighty Sword of Arkon' and the 'Magical Helm of Firkin' I start to look round just in case anyone is watching me, and is thinking that I am some kind of plonker. In order to answer your letter I booted up Ultima Underworld again and was shocked to see how poor it looks now. In a few short years we seem to have moved light years forwards from that which once looked so great. Still, no complaints here — such leaps forward can only be good news for gamers.

Anyway... to answer your question. Once you have the horn and have stolen Mors Gatha's spell book you must return to the castle and discuss final plans with Nystul in his quarters. Mors Gotha will arrive and you must slay her. Return now to the Throne Room to assist in the ceremony. Nystul will read backwards from the spell book and then you will blow the horn.

And very silly you will look too!

TROUBLESHOOTE



Simon The Sorcerer in

Please could you tell me how I can get past the monster in Sordid's Fortress without it hearing me?

J Stanners, Edinburgh

This solution is so disgusting it just might make you vomit. Go to the generator room and get some goblin sweat onto the tapestry. Squeeze the sweat into the chemical sprayer, then push the lever to switch off all the lights. Return to the room with the monster and spray yourself with the ghastly goblin smell. You can muffle the sound of your feet by wearing a 'hush puppy' on them which magically changes into slippers. Funny, eh?

Ravenioft

After the Wereraven gives you the key to the old church and the scrying glass. I can't seem to find the door to use the key on. I've searched every wall.

Dave, Manchester

I've consulted the oracle who tells me that the door in question is not necessarily your immediate problem. Firstly you must get a chest from the ground to obtain the first of four Catacomb Keys. You need all four keys to get all 15 (yes, 15!) coins from the catacombs to give to the gypsy in exchange for a potion. Once you have the coins, leave using the ladder in the north-eastern corner of the Catacombs. Make sure you press all of the buttons, as some open up hidden doorways.

Go back to the Blood on the Vinc Inn, and purchase the potion. With the potion you can walk through the poison mist. Your next trick is to get four seeds and plant them within four small circles in the forest.

Lands Of Lore

1 am on Level 3 of the White Tower and keep getting my arse kicked by some spooks and what looks like a bloody big snake. I have tried every permutation 1 can think of but to no avail. And I don't think my PC appreciated the resulting constant cajoling with my size 11 boot.

Colin Kennedy, Scotland

This is probably the best RPG available for the PC. I recall the ghosts were a big problem, and that I only got past them by using the Vaelan's Cube which knocked spots off them. You probably don't have the cube now as you used it on the barrier, but my version had a bug which allowed me to create as many cubes as I wished. And a lot of good that is to you. You certainly can't run about hacking, as that has no effect - we are talking offensive magic here or you're lost. Ensure that you are not attempting the Tower too early. Before embarking on the Tower you must have completed Yvel City and have the capability of casting Sparks, Healing, Freezing, Fireball and Lightning spells.



MechWarrior 2

MechWarrior 2 has what must surely be the most impressive intro sequence for any PC game I've ever seen; however, the game itself is a bit more difficult to love. But it is possible to gain the edge in the battle with the following cheats but you must hold down the <smft>, typing the cheat command.

BLORB Invulnerability CIA Unlimited ammo MIGHTY MDUSE Unlimited jump jets COLDMISER Heal tracking off TLOFRONT Rear view hud camera becomes a front camera

XRAY X-ray vision Time expansion enabled **ZMAK** TINKERBELL Free-floaling external

cameras

DDRCS Meel the programmers!!! (submitted by Steve Sells)

Silpstream 5000

At the main menu, type < REFINERY> for access to every available track. This cheat also fills your pockets with money.

Some desk pilots think that the PC was invented just to play flight sims; TFX from Ocean looks pretty good and has lots of wonderful little keystrokes to keep wannabe pilots happy. At any time during play, just type plop> for an interesting effect.

Theme Park

You simply haven't lived until you've druuk a litre of coke, eaten at least two revolting hamburgers and a pizza, and thrown up over the operator of the Rocky Mountain Ride. An easy way to make money out of sick punters is to type <horza> when saving your game. When it asks for your nickname, type <horza> again, You'll now find that during the game, typing <CTRL-C> will flood your coffers with gold.

The Patrician

The aim of The Patrician is to work. scheme and hustle your way to a fortune through trading in dodgy goods. However, you should never forget the real-life patrician's golden rule; "Never give a punter au even break." Edit your savecame and change the contents of byte 0213 to FF FF FF.

come to the right place...

Ultima

Ultima VIII

In the Ultima role-playing games you take on the role of the Avatar, an allround nice guy who loves his mum and carries a bent sword for prising boy scouts out of horse's hooves. I hate himl Isn't it nice that there's a cheat...

CO\GAMES\ULTIMA8\GAMEDAT DEBUG AVATAR.OAT E 12A 01 D1

W

This will switch on the cheat mode next time you play. A 'click' on the Avatar brings up a basic cheat menu, and you can also use the function keys to give yourself an unfair advantage.

Lord British

And on to ways of dealing with Lord British. There's quite a list of interesting facts concerning the killing of this person, and as no true Avatar would contemplate murdering this kindly and noble king, here's the way to do it ...

Ultima VI

Get a glass sword and sneak up on him when he's sleeping. Hit him with the sword, and you'll be told that you've slain him. The funny thing is that he continues to stand around.

Ultima VII

Around 23.59 (midnight), read the plaque above him for another way of killing him.

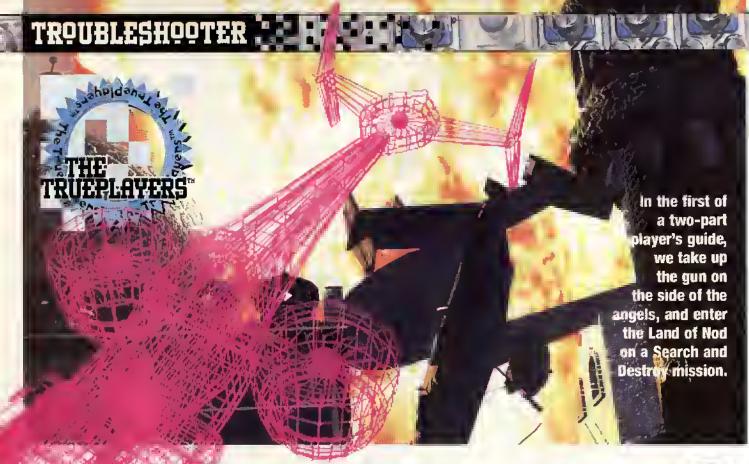
Ultima VII

Use the Black Sword's KILL power to slay him when he's nearby.

The ninja from the sweetshop can bite the top of my cream egg anytime (Er, where exactly is this leading? - Censorship Ed.), but even he can do with a little sugar rush now and then.

Level skip, plus extra height jumps: at the optious screen press <ESC> to get to the config. menu. Type < PHONEBOOK> and press <ESC> again.

During play you will now find that pressing <o> will take you to the next level, and pressing <3> will give you a bonus stage. Pressing <CTRL> will also enable you to jump higher.



Gommand & Concult & Concul

of a grand total of 25 possible combinations. Although your missions may not be exactly the same as those selected here, you should find that they are the most common ones.

'Real Men Never Read The

It's important to read the 'Read Me' file on the CD before you start. Note the special keys, as a few of them really are essential; for example, vehicles such as APGS and tanks can destroy dangerous ground troops by driving over them, but the only way to force them to do this is by using the special keys.

Level 2

The purpose of this level is to teach you the importance of engineers. Select an engineer, then point at an enemy building to get the three arrowhead icon: this means that you want the engineer to enter and take control of the structure. Once your engineer is safely inside the building, any of its resources and capabilities become yours. The different weaponry which only the Noddies are capable of producing can now be created for your purposes, and turned against the bad guys. Even more importantly, you can sell the building for loadsa money, which you may badly need.

In the beginning keep the engineers in a safe place until the Humm-Vee reinforcement arrives, then strike North to take the enemy camp. Move your engineer into the refinery to gain his cash balance, then destroy everything.

Level 3

Locate the enemy SAM sites and destroy them ali

You will now be able to use the weapon of an air strike. Note that air strikes are

particularly offective when targeted egainst massed groups of ground troops.

Level 4

Retrieve the crate of rods

The trick to this level is to realise that you don't have to destroy the enemy to win, so don't bother to fight, just run around them. An arc loaded with troops can make a rush for the top-left hand corner of the map, jump out next to the box and touch it to accomplish your mission. Other re-enforcements turn up periodically but you can win without their help.

Level 5 - Germany

Repair your base then destroy all Nod forces

Head for the bottom-right hand corner to regain your base. Once your harvester gets going you can rebuild your base and prepare to attack the enemy camp





in the top-right of the map. Knock out the enemy harvester to cut off his supply of cash and stop production of enemy weapons, then simply wear the bastard down by constantly attacking him with lots of Humm-Vees.

Level 6 - Czechoslovakia Infiltrate the enemy base and destroy any of the buildings

This particular level is brilliant fun as it introduces the commando. The aim is to use the commando to destroy any single building within the enemy camp. There's no need to demolish all of the SAM sites, simply rush up the left hand side of the screen while you use the helicopter to lead the ground troops away from you. From the top left move into the centre to find an entrance.

Handy hint: While you can't land your helicopter in a darkened part of the map, you can land just inside the edges of the unknown area. As it lands a large area of map will be uncovered. By leapfrogging your helicopter forward you'll quickly uncover big lumps of the enemy territory.

Level 7 - Czechoslovakia (again)

Destroy all Nod forces

Start off by creating your camp in the bottom-left corner. Quickly set up a refinery and get the cash flowing. Build four machine gun posts as soon as you possibly can in order to stave off the early attacks. Once established, attack up the left-hand side, then move across at the top to find the west side of the enemy camp.

This mission will teach you that heavy weapons are not necessarily the answer to all your problems. The enemy has seemingly endless ground troops, and you'll find that they are more than a match for tanks. Should you attack their stronghold with battalions of heavy metal you'll get creamed like a Gulliver dragged down by the miniscule Lilliputians, (which is extremely bloody painful!). A few tanks are required to silence the large gun on the north-west corner of the Nod camp, and then to



blast a hole in the barrier wall.

Now by using lots of small squads made up of three or four mixtures of ground forces, you can hold the enemy inside this entrance while a troop carrier loaded with an engineer can nip inside and grab control of the refinery. With possession of the refinery you will gain all of the enemies' gold, allowing you to create even more troops for the final assanlt. Don't commit everything in a mad attack - it's better to draw them out into your prepared position. A lumbering harvester makes a good battle wagon for steering into a crowd of waiting troops and cutting down their number in a dramatic way.

Level 8 - Austria

Repair your base and then wipe out all Nod Forces

This mission is a walkover. Begin by repairing your power stations and the refinery, then send out the harvester. Quickly move all forces out to control the bottom-left corner and the area immediately north of the camp to repel the first attack. As you can't build new vehicles, return them one at a time for full repair. From here on in return vehicles for repair as soon as you can after each skirmish, for once they are destroyed they are gone forever. Use



troops to carry out close attacks as they can be replaced and you can easily make more money harvesting. Follow the route over the bridge and then the route to the north. Eventnally you will find yourself on a ridge above the eastern side of the enemy camp.

From here you can pound the troops and buildings below with little or no risk to yourself, as the Noddies stand around below you waiting to be shot like fish in a barrel. A final rush of troops and engineers in armonred earriers can make the journey up the west side of the map, past the two large turret guns, and seize the buildings which are left standing.

Level 9 - Hungary

Destroy two gun turrets to the south of the river

Don't let yourself be fooled by this mission - you can't cross the river. The small group of men that are landed on the south bank cannot be replaced or re-enforced, so to begin with you must leave them alone.

The trick here to succeed is to destroy all of the sam sites on the north side of the river, so that an air strike can be called up to weaken the southern guns – then your small platoon can finish the job in a final assault.







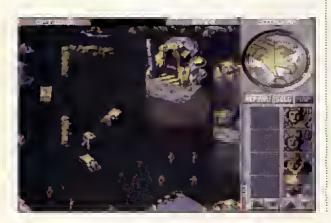




« Level 10 - Slovenia

Using Orca helicopters, Scout and Destroy

Build at least three airfields, placing them together so they can be easily refuelled and controlled. One attack wave from these will take out a gun turret. This level introduces you to sandbags, the Noddy's Achilles heel.



Your high-powered, super-techno foc appears to be completely dumbfounded by bags of sand, and when he meets a line of them blocking his path he will stand alongside them until you kindly turn up and blow him away. Use a fast scout car to run through the gorges and show you the position of the guns, then use the Orcas to take them out.

Level 11 - Greece

Find the spy Deiphi and get him home

On hitting the beach, quickly move right and deploy your men to destroy the tank. Move up the map and then right to park your construction sight on the edge of the Tiberium field. Build 'lots' of gun turrets as fast as you can, because the bad guys are on their way.

It's worth keeping a 'ready built' turret to place in the middle of attacking troops once they turn up. Arm your camp to the teeth with turrets and Orcas as you'll be receiving many irate visitors. The spy is standing in the top-right corner and once you have 'clicked' on him a rescue chopper will turn up as soon as the sam sites are neutralised.

Level 12 - Albania

Get Dector Mebius to safety

You can't replace any lost vehicles, so don't be in a hurry to leave camp – let the enemy come to you and destroy from prepared positions. Doctor Mobius is in your camp, so all you need do is destroy the SAM sites to bring in the rescue helicopter. If you get short of cash remember that you can sell redundant buildings. There's also a treasure chest to be found in the village to the north east.

Level 13 - Yugoslavia

Destroy Noddy's lab

You now have the super ion cannon which deals powerful blasts to distant locations. You can either play this level



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for hours slowly inching your way across the map destroying a heavily dug-in enemy force, or you can win in a matter of minutes by remembering the purpose of the exercise. If you send a fast scout car up the right hand side of the map to the top corner and then move towards the middle you will find a wall. Behind the wall – completely undefended – is the enemy lab. A couple of Orcas, aided by a blast from the lon cannon, and it's Mission Accomplished.

Level 14 — Yugoslavia again Fish in the barrel

Keeping your ground troops spaced out to avoid being crushed by stealth tanks which suddenly appear, this level is a simple 'walk in the park'. Stealth tanks are scary because they are invisible, but they are also made out of tissue paper and tend to stand in the same spot. Send a scout car around to find them, take note of their location, then return



(Left) Command & Conquer – explosive!

with the heavy mob. You can surround the spot where the stealth tank was seen, then attack.

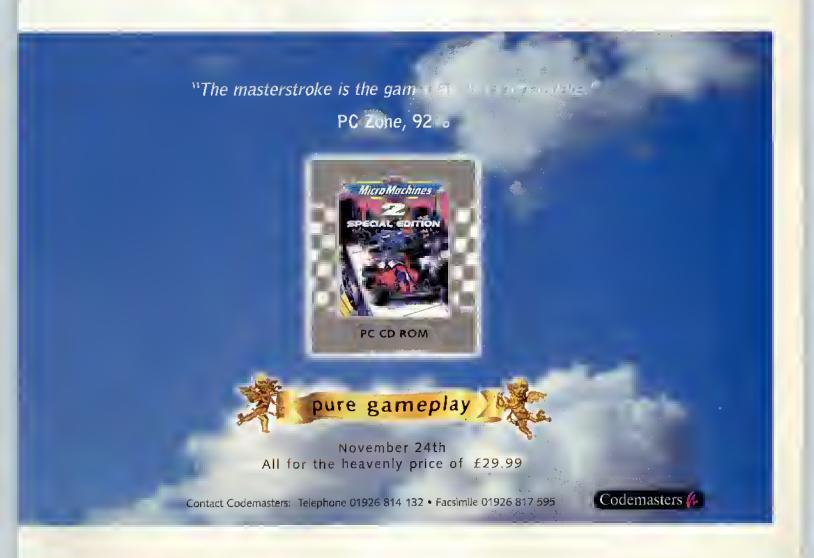
Level 15 - The Big One!

This is the level where you can sandbag the bastard to death. On arrival, move across the bridge and turn right into a gorge beneath a gun turret (you should see an enclosed Tiberium field to your left). Fast as you can, set up a sandbag line across the mouth of the gorge, then extend it to the left and right. You'll need a few bazookas to protect yourself and take out the early visitors. The enemy's only access to the whole of the bottom half of the map is through a single entrance to your north-east. Sandbag a single line towards this entrance and seal him in.

Get two engineers ready to take over the enemy structures which will suddenly appear in the field to your left, and lay a single sandbag over the spot between them, where a deadly Obelisk will sprout. You are now free to build an advanced guard tower and take out the gun turrets. With the bottom half of the map and all of the Tiberium, you now can build a force of at least six Orcas ready to start knocking out the opposition. Once the lon cannon is online, you can zap your way into the entrance of the sandbagged enemy camp and use engineers to take over the Hand of Nod and Airport.

"Warning, warning!" The Noddy forces now have access to atomic weapons and during play you will be hit at least once. This one blast can destroy your entire camp, so it's a wise move to invest in a mobile construction site which will enable you to set up a second camp from where you can rebuild if things get wiped out.

Next menth we'll take up the sword on the side of darkness and kick those GDI mothers to hell and back! 7.



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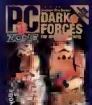


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(82: Recommended) Virgin Interactive Entertainment - Adventure £44.99

A shining example of a good game made to to

a great game for cn.

Eric The Unruedy (CD) (77) Accelads - Adventute £34.99

Hilatious, but the creaky interface isn't so

F-18 Strika Engle B

(85: Recommended) Klxx - Flight Sim £16.99 It still helds its own in a degfight.

o Ol Pro

(70) Kixx – Siralegy/Arcade £9.99 A bit eld, a bit saggy, but will still give purists

(75) Alterneliya Seftweta - Arcada £9.99 Totally simple, tetally basic, but quite good fun nevertheless.

(54) Hit Squad - Submatine Simulation £14.99 Unfertunately a good idea that deesn't

translate into a good game. (20) Hit Sound - Speri £12.99.

Interesting enly as an example of how bad baseball games used to be.

(80: Recommended) LucasArts - Space Sim £19.99 Leng, involving 'stery-driven' teni ef dnty.

petfeet fer Skywalket wannabes

(90: Classic) Sierra Ou-Llue - Adventute £49.99 Exer llent use of a ce, despite the 'soft' story.

(90: Classic) Virgiu Interactive Entertainmeul – Rele-Playing Seme £35.99 A tasty and involving teminder of what Eye Of The Beholder III could have been.

Legend Of Kyrandla (CD) (82: Recommended) Vitglu Interactive Enterfalument

- Artventure PAA 99

Stunning to look at, but not really rhalleeging rnengh If yon're thr type whe has played a lot of adventures before.

Attack Chopper Recemmended) Hit Sgued – Flight Simulelion £14.99

Still one of the classic flight sims.

(72) Kixx - Adventure £14.99

Simple and enchanting adventure; an Idral game fer brginnets.

= 18°

(60) Hit Squad - Sport £9.99

Reasenable mid-table gelf game.

(75) MicroProse - Flight Slm £19.99

An excellent add-on for Falcon 3.0 fans, but nothing groundbreaking in flight sim terms.

(91: Classie) Electronic Arts - Sport £44.99 A great version of a brilliant game

(75) MicroPtose - Sitalegy £44.99

As good as the original. Unfortunately, it almost is the eriginal.

Railroad Tycosa Delum (72) MicroProse – Strategy £39.99

Net significantly better than the eriginal, but if you haven't get that then add 20% to the seetr.

(82: Recommended) Tsuuami – Adveulure £39.99 An altrenative te having it en disk; nothing merel

Bules Of Engagement 2 (91: Classic) Impressions — Sitelegy £44,99

A game of great depth and complexity (77) Electronic Aris - Sheot 'Em Up/Siralogy £44.99

In storybeatd form this probably looked fabilieus. In transition te cede, itowever, it feels like semething has gonr astray.

Simon The Serverer (86: Recommended) Advantages t UK Ltd -

Adventute £39.99

At last an Angle answer to the average

American adventure, Recontinended.
The Lost Yikings

(80: Recommended) lulerpley – Attade £34.99 An excellent puzzle/platfornt/arrade game

(yon'll have to rategerise it yeurself, we ran't be bothered).

(65) Oaze Matketing - Treding Sim £34.99

Desperate fot e trading game set in the Hanscatic League but which could have been given mere zap7 Look ne further,

Wing Commander Academy (60) Orlgin - Flight Sim £19.99

This is enly really worthwhile for Wing Commander combat addicts.

issuu 8 – Nevamber 1993

(45) luterpley - Chess £44.99 Stalemette for the Batth Chass series.

Blos Perco (CD) (40) Tsunami – Adventues £39.99

As you can see by our score, we teckou this is a criminal waste of a cb.

red May

(71) Mirage - Wargame £44.99

The rather second-rate packaging and langhable mannal conceals a highly playable, fantasy wargame.

Cover Girl Strip Poker (40) Ou-Lius Eulertelument – Card Geme £34.99 As if it's net bad enough that this is an appallingly bad peker game, it's alse a weak excuse for some dirty pics.

(90: Classic) Microsoft - Flight Simulation 935.00

The definitive flying simulation, but net the definitive flying 'game'.

(62) The Seftware Business - Puzzle Game £19.99 Net good eneugh fer the price and not cheap enengh fer what it is.

Grand Prix Circuit (50) Hit Squad – Orivlug Game £12.99

Playable but crap fer the price, Hard Drivin' 2

(30) Hit Squad - Driving Game £12.99

Unplayable and crap for the price.

Henceute Colored

(75) Accolade — Adventure £39.99

Long, hard trek through ptetty nnatmespherie space.

Land Of The Rings (70) Interpley — Rele-Playing Geme £44.99

New and improved cole-playing Tolkiett jaunt for patient fantasy fans enly.

Lost in Time (69) Coktel Visieu – Adveulum £44.99

Tongh, good looking adventure that comes a

eropper at the end. **Motor Stars** (75) Revell – Raelug £59.99

Sex en co for kit-heads but reffee mat fer everyone rise

Pairlot (45) Three-Sixty Pacilic - Wargeme £44.95 A trrointienary but seriensly flawed appreach

te land-based wargamiog.

(65) Hit Squad - Rele-Playing Game £12.99

One fer the RPG addicts

Solitaire's Journey (87) Mirago – Puzzle £44.99 The riesest that selitaire fans will get te

Heaven on Earth.

(80: Recommended) SSI - Strategy £35.99 Extremely addirtive even if you'd neumally

steet eleat of D&D134.

Super Spece Invaders (75) Hit Squad – Arcade £9.99

Here's a blast frem the past for less than a round ef drinks.

(80: Recommended) Virgin Interactive Eutertainment Arcade £29.99

Mindless, chaetly and highly addictive.

The Silver Seed (Utiline VII Add-On Dtak) (50) Origiu – Rele-Playlug Game £19.99

Att urterly pointiess addition to a brilliant game. One can only then to Origin and ask,

Why?'

Troddiere (79) SCI – Puzzie 3ame £29.99

Net at all bed, but it smacks toe number of other games to achieve classic status,

(30) Hil Sguad – Flight Sim £12.99 Interesting, but Itatelly spectacular,

(65) Milleunium - Sport £29.99

lee much vieleure, net ruengh game. Guek Weger's Air Combat

(85: Recommeuded) Hil Sguad - Flight Sim £14,99 Living proof that pensioners still have what

(62) The Genesie Arcade - Puzzle Game £14.99 Nire Idea, shame about the gameplay,

(57) Mindscape - Puzzle Geme £29.99 A masonably entertaining and rhallenging puzzle game, but only for the patient.

Berk See: Shettwed Lands (83: Recommended) SSI - Rele-Playing Game ₽45.99

The next best thing to Ultima.

Disc Dist's Goal (60) Virgin interactive Entertainment – Spert £35.99, Rick Off with sideways eptiens (but if werks). Net as goed as Smisble Soccer.

(65) Psyguosis - Arcade £39.99

A good, challenging game, but the excention should have been bettr t. Frontier: Ellle II

(95: Clessic) Gamelek - Space Tradlug Sim £39.99 Without denht an unrivalled elitsie: nothing

else even rentr's close. Front Page Sports Football Pro

(85; Recommended) Oyuemix - Sport £39.99 The best arennd, but you'll delinitely need a hlgh-spec ntachine.

(50) Cektel Visieu - Puzzie £39.99

An unimpressed co version of an original but ie spired game.

(35) Hil Squad - Adventure £12.99

At last we have pethaps the most faithful film renvetsien atmund. The movie was a turkey, se is the game.

(39) Mirage - Adventure £44.99

Jack The Sloper

persenality.

£14.99

Ugly, unpleasant and boring. We knew, give it a job with PC Zour.

(72) On-Line Entertainment - Strategy £59.99

Good but sadly there are too many nnnecessary gimmicks.

Kasparov's Gambii (B5: Recommended) Electronic Arts - Chess £44.99 Excellent chess game with attitude and

Monie Caudin II (80: Recommended) Hit Squed - Rele-Playing Game

Good as an BPG, exerlient as a budget.

NFL Coaches Club Foelbal (70) MicroProse - Sport £44.99 Certal nly a geed attempt hnt it's a shame that it's badly let down by the rather poor passing

(75) Origiu – Filiphi Sim £49.99 Wing Commander fans will love this. X-Wing

fans won't. It's as simple as that

(79) Maxis – Strategy £34,99 Qnite geed if you like farming, but net as geed as Sim City. Sieel Thunder (69) Hit Squed – Arcade £12.99

It's trasenable fun, but net one you'd come back to

(B1: Recommended) US Geld - Beal 'Em Up £29.99 Addictive and violent but the etoss over te the

rc to hindered nnless you have a gamepad. Sirike Commander: Tactical Operations (B0: Recemmended) Origin - Flight Simulater £19.99 Essential if you're determined to get the mest

eut ef Strike Commander. V for Vistory 4: Geld-Juno-Swerd

(76) Three-Sixty Pecific – Wargame £34.99 It's still the best computer wargame system but it needs a shot in the atnt ... er leg ... ot

both even. When Two Worlds War

(63) Impressiens - Wargame £34.99 An unattractive attempt at a strategy wargame that fails to add anything newincluding excitement. Give us dire and rennters any day...

Issue 10 - January 1994

8 Ball Delove

(75) Supervisieu - Plubali Game £34.99 Technically, the best pinball game there is, but there's net eneugh of it fer the price.

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Aces Over Europe (78) Oyuamix - Flight Sim £44.99

It's better than Aces Of The Pacific, but se it shenld he, Dated, but still very playable. Att Combal Classics

(00) US Geld - Flight Sim £45.99

Shows just how let things have progressed in

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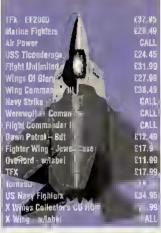
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The new delinitive driving game. And it comes with a free moustache.

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Despite some irritating Haws, this is an atmospheric and addictive game. Knights Of The Sky

(79) Kbx - Stralegy £16.99

A game that's well worth buying for the two-

player option alone, Links Championship Course: Innisbrook (75) US Sold - Sport £24.99

If you really want another Links course, then

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A first class simulation which you would be mad not to buy. Network Q RAC Rally 2

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driving games, if you can stand the opponent's amazing skills. Newsweek Interactive

(39) The Software Business - General Interest £39.99 Over-priced, over-parronising and over here. Kight Shift (70) Kixx -- Puzzle Game £12.99

A suitably frantic and frustrating puzzler.

(70) The Software Business - Edutainment £39.99 Initially interesting, but unfortunately the novelty all too soon wears off. Strictly for scuba diving fans.

Prolostar (CD) (86: Recommended) Accolade — Space Sim £39.99 Absorbing, well designed and, if you can forgive its weaker moments, it'll keep you busy for ages.
Return To Zork (CD)

(90: Classic) Activision – Adventure £49.99 Rad news for rext-adventure purists who thought that Zork was sacred, Ha! Relum To Zork

(90: Classic) Activision – Adventure £45.99 A highly imaginative and enjoyable adventure

game with some very clever knobs attached. Shadowcaster (66) Electronic Arts - Role-Plaving Game £44.88

Neither Wolfenstein nor Underworld. And not much in-between.

Speed Racer (49) Accelade - Racing £39.99

Nice intro, shame about the game. Star Trek: Judgement Rites

(79) Interplay - Adventure £44.99

The stories are poetic and the variety of gameplay is 'fascinating' but it isn't the best flight sim or adventure game,

(25) Empire - Strallegy £39.99

One look at the poor score should be enough to tell you what we think of the game. Just turn the page and get on with enjoying

The Blue And The Gray (78) Impressions – Wargame £39.99

Dedicated blood 'n' guts fans will find it a little simplistic, but it's a great all-round wargame with hidden depths and longterm

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(89: Recommended) Dynamix - Puzzle Same £39 99

If you've never played The Incredible Machine now's the time to start. So come on then, what are you waiting for?!

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Not really worth the waggle. World War Two: Battles Of The South Pacific

(62) Mirage - Stralegy/Action £44.99

An innovative mix of naval strategy and action, though unfortunately the gameplay doesn't quite live up to expectations.

Issue 11 - February 1994

Advantage Tennis

(55) Inlogrames - Sport £35.99

Unexciting tennis game that lacks punch. Alone In The Dark 2

(97: Classic) inlogrames – Adventure £39.99 Absolutely brillianti What the PC was made for Alone in the Dark (CD)

(92; Classic) iniporames - Adventure 944.99 Still the best thing since sliced bread. Buy it.

(72) US Gold - Space Sim £19.99

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Tough opponent gentle teacher Cultical Path (CD)

(72) Media Vision - Adventure £49.99 Slick and atmospheric but way too short.

(62) SSI - Role-Playing Game £39.99

Not enough there, Not enough design options, Not enough gameplay. For very hardened and grizzled role-players only.

Fire And Ice (75) Renegade – Platform Same £29.99

A fun but difficult game, marred only by an over-inflated price and ridiculous copy

protection.
Flight Sim Toolkil

(80: Recommended) Domark - Simulation £49.99 Recommended, but only if you find Stunt Island limiting. It can be very heavy going.

Global Dominaton (65) Impressions - Stralegy £39.89 Slick, addictive strategy game but it presents no long term challenge.

(75) Cokiel Vision - Puzzle Game £39.99

Good for beginners and a pleasant diversion for seasoned adventurers.

Kingmaker (88; Recommended) US Gold - Board Game £37.99 Without doubt the best board game conversion for a long, long time.

Magic Boy (60) Empire – Platform Same £25.99

Not very 'magic' at all.

Master of Drion
(72) MicroProse – Stralegy £44.99

A good one for all the accountants our there. Rebel Assauli

(93: Classic) LucasArts - Shool 'Em Up £49.99 It's Star Wors. It's also the most important game to date.

(55) Elite - Sport £29.99

MicroProse has produced.

Another Paul Bodin penalty of the

(88: Recommended) MicroProse - Simulation Easily the best 'fun' simulation that

gamesplaying world, Subwar 2050

The Labyrinth Of Time

(89: Recommended) Electronic Arts - Adventure 239.99

Beautiful, alluring, a touch slow and a little fussy. A quite superb adventure though, The Terminator Rampana

(75) Bethesda Softworks - Arcade £39.99

Okay, but once you've seen Doom, you'll laugh in Rampage's face and spill its pint, VGA Planels

(79) PAW PBM — Role-Playing Game £24.99 A rather interesting type of are that takes some time, but is generally worth the wait.

| Issue 12 - March T994

(52) Empire - Stralegy £39.99

Dim-witted attempt at simulating armoured action – too buggy to recommend, despite colourful graphics and arcade sequences. Championship Manager '94

(80: Recommended) Domark – Sport £29.99 It's will the best (just).

Championship Manager Italia (80: Recommended) Domark — Sport £29.89

it's the best too, just with a few more noughts at the end of the transfer figures,

Combal Classics 2 (56) Empire – Elight Stm Compendium £34.99

Sadly, this compilation contains one classic and two rather second-rate duds.

Companions Of Xanth

(73) Accolado - Adventura £39.99

Awful puns. Questionable humour. Very Monkey Islandesque, What more could you want from an adventure?

(64) Cyberdreams - Bacino £44.99

Mildly entertaining for a quick blast, but that's about it.
Fury Of The Furries (85: Recommended) Mindscape - Puzzie/Platform

Game £39 99 A riveting platform puzzler, but not for the easily frustrated.

Gabriel Knight (92: Classic) Slerra On-Line - Adventure £39.99

Brilliant and frightening offering from Sierra. (83: Recommended) Mindscape - Strallegy £34.99

A little bit of Populous, a little bit of Civilization Hand D! Fale (82: Recommended) Virgin Interactive Entertainment –

Advonture £39.99 You've got to hand it to Westwood, this is a bit

of a stunner.

Heirs To The Throne (43) Mirage — Stralegy £44 99

If I got this kind of quality from a 40 game I'd blinking well complain. Indianapolis SDO

(65) Hil Squad – Driving £14.99 A once-great giant succumbs to the ravages of time.

Leisure Sull Larry 6 (75) Virgin Interactive Entertainment – Adventure £35.99

The best Larry yet; but he's getting way past his sell-by date.

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(90: Classic) Gramfin Graphics - Puzzle Game £39.99 An excellent puzzle game with wit and flair.

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(78) T'ai Chì - Sport £24.99

Design your own game. Boost this score.

Premier Manager 2 (65) Sremlin Graphics – Sport £34.99

It's better, but still too obsessed with interior decorating for my liking. Shadow Of Darks (80: Recommended) Siema On-Line -- Adventure

939.99 A compelling storyline, but the battle scenes

are dull.

(B2: Recommended) Dynamix - Puzzle Game £39.99 Zany, silly and highly addictive,

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Archen Ultra (78) US Gold - Strategy £39.99 More beat 'em up than strategy.

Beneath & Steel Sky

(83: Recommended) Virgin Interactive Entertainment -Flight Sim £39.99

Graphically good and pleasingly puzzting iaunt that you'll feel like returning to

(67) Virgin interactive Entertainment - Adventure £44.99

Takes all the fun out of Ruskie bashing. n-Day

(38) US Gold - Wargame £35.99 D-Day lies bleeding in the no man's land of

wargames.

Daemonsgale (45) Gametek – Role-Playing Game £29.99 Out-dated, tedious and visually vestigial.

(96: Classic) iD Software – Arcade £34.99 The best arcade game and also the best multiplayer game ever. Doom is the best. Need we

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say more?

(77) Psygnosis - Role-Playing Game £44.89 Ishar 2 with robots.
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(65: Recommended) Interplay - General Interest

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best on the PC.

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worthy successor to the original Phiball Dreams,

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A game boldly going where it's been before, just a little more vocally. Strike Commander (CD) (86; Recommended) Electronic Arts - Flight Sim

€49.99 Superior flight sim, but you need the

hardware to match.
The Complete UMS
(58) Mirage – Siralegy £44.99 Both classics in their day, the two UMS games are a bit too long in the tooth to excite anyone

but the real enthusiast.

The Lawnmower Man (77) Sales Curve Interactive - Arcade £54.99 Excellently presented, Just a little more complexity in the gameplay and it would have been unreservedly recommended.

Winter Dlympics (04) US Gold - Sport £42.99

Has its moments, but you'll probably play it for a few hours and thereafter pick it up once a year if you get really bored.

(73) Psygnosis - Role-Playing Game £44,99 A good stepping stone into the land of RPGs.

BUYERS' GUIDE



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speri Piloi (CD)

(70) RC Simuletions – Simulation £79.95 Well, it's not really ont idea of fun, but it's a raasanable effort far a simulation of this type.

Airlines

(20) Kompart (UK) Ltd - Strategy £39.99 Ugly, fiddly and totally boring.

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(62) Bethesda Softwarks - Rale-Plaving Game £45.99 Disappointing really.

Award Winner Gold Edition

(88: Renommanded) Empire – Arcade £34.99 Snperb quality games with nurrivalled value for money, Bny it now! Buttle Isle 2

(91: Classic) Blue Byte - Stralegy £54.99

Without a shadow of a doubt, this is the stralagy game of the year. Bnzz Aldrin's Roce Into Space (CD)

(95: Classin) interplay - Strategy £39.99

A sinnning improvement on an already classic gama.

(90: Classic) Virgin interactive Entertainment -Arcade/Stralegy £34.99

Grent fun for all the wrong and right teasons. CD-RDM Chaffinge Prich (75) Software Toolworks — Compendinm £39.99

Rensonably good compilation, but there are belter ones around.

Championship Manager For Windows (79) Camark - Spari £29.89

A wasted opportunity Not as good as the Dos version.

Q/Reneration

(85: Recammindad) Mindscape - Adventura £19.99 Probably the best game that Windows usets have ever played.

Excellent Games

(85: Recommended) Beau Jelly - Various £39.99 Great games at a great price. A compilation not to be missed, including Populous 2, Jimmy White's Whidwhat Snooker, Car And Driver and Robocod.

Fontaștic Dizzy

(50) Codemasters - Platferm Game £9.99 What can we say? Wrong time. Wrong format

Wrong price. Gabriel Knighi (CD)

(90: Classic) Sierra On-Linn — Advanture £44.99 Brooding, atmospheric thrillet.

(67) US Geld - Acceda £37.99

Yan'll shriek! Yan'll shant! Yau'll yawn! Johann Buesi

(12) Software Business - Araade/Adventure £29.99 Can busically be summed up in ane word -

Megarace

(65) Mindscapa - Racing £39.99

A superb demonstration of what can be done graphically with co-row... and how easy it is for gameplay to snifer as a result.

Morehant Prince (82: Recammended) Mirage – Strategy £44.99 Don't let the dadgy graphics fool you, If you give this game half a chance, we reckon you'll be hooked.

Microcosm

(70) Psygnosis - Shoot "Em Up £49.99

Brilliant graphics and excellent sound. Let down by limited gameplay. NFL Pro Leegne Football

(50) Olgital Integration - Spart £39.99
As a play-editor it's okny, but plnying the gnme itself is disappointing. Priviteer: Rightoons Fire

(80: Recommanded) Electronia Arts - Add-Dn

Privateer fans definitely won't be disappointed with this one.

(83: Recammanded) Electronic Arts - Simulatian A highly atmospherie sub sim with a control interface from hell.

Starlord

(70) MicroProse - Strategy £44.99

It could have been excellent. Could have been.

(70) Daze Markating - Stratagy £39.99 A good game on disk, slightly better on CD. The Red Crystal

(43) Miraga - Reis-Playing Game £44.99 Don't risk yout friends to play this if you want to kecp them.

ssary Roughness

(66) Accolade - Sport £39.99 Best described as 'all right'. It's as good as most American footy sims.

baue 16 - June 1994

Bloodnet (75) Mini oProse – Rate-Playing Gama £39.98 Hindeted by on dated implementation, but still well worth a look.

Corrines Al War II

(63) Electronic Arts - Stralagy £44.99 Fot die-hard strategy aficionados.

(90: Classia) Cyberdreams - Advantnia £44.99 If you have a taste for the macabre, you'll never forger tha Darkseed affait.

(40) Millanninm - Przzie Gama £34.99 Mind-numbingly tedious.

Disnny Animation Studio (75) inlagrames – General Interast £99.99 More serions approach with superb sample animatians that you can't use!

Dingonsphére

(69) MicreProsa - Adventure £39.99

A beamiful adventure game that won't tax your brain too benvily. Evasive Action

(40) Mindscapa – Simnialien £34.99

So close, but more bugs than Watergate.

(40) Gamark - Spart £29.99 The champions of sport produce yer another world-beater.

(86: Reaemmanded) MicroProse - Flight Simulation Heavyweight flight sim, both belocd nod

hindered by over-clever graphics. Hanna- Dai bura Animalion Werkshop

(75) Empire - Genaral Inlaresi £49.99

Tries to make everything fun and enconrages yon to try on! other methods of noimatio Hornot Naval Strike Fighter

(80: Recammanded) Spectium Helabyte – Flight Sim As that well known saying goes: 'If you like l'alcon 3, you'll just love Hornet."

Mysl (67) Electronia Arts – Advanture £44.99 Smited and atmospheric, if and realistle.

Paalfla Sirike (80; Racommandad) Elactronic Arts - Flight Sim CAG GG

Miles better than Strike Commander hin

requires o stole-of-the-art ninjo rc, Pegan: Ulûma Vil (78) Electronic Arts - Role-Playing Game £44.99

Without doubt a love/hate relationship for Ultima purists.

(78) US Geld - Role-Playing Game £45.99 ssi has finally got 'tenl' and produced a playable and accessible RPG.

Red Hell

(60) Cyberdreams - Adventure £39.99

The graphics are poor and the control system is dire. Avold it.

(95: Classia) Maris Mnillimadia Ltd - General Inlaresi 00.083 Sinnning program which will be hard to beat.

(60) Krisalis - Strategy £29.99

This has all been done before, and done much bettet as well.

(70) Electronic Arts - Role-Playing Game £39.99 Considerable enhancements for Co har the gameplay remains the same. shin Wertook

(70) Reactor/Ubisoft - Adventure £44 99 Very slick, very polished. The gameplay's a bit limited but it's fun all the same.

(80: Reaammanded) Doean - Simulatian £44.99 Grent game with to tally superfluons balls and whistles.

UFO Enemy Unknown

(93: Classic) MiareProse - Stralagy £44.99 Brilliantly designed, perfectly implemented and totally absorbing.

Washington DC Scene (85: Recommanded) Supervision - Flight Sim Add-On £39.99

One of the best flight sim add-ons to date.

issoc 16 – July 1994

Gasties II

(65) Interplay – Strategy £49.95 Interplay usually releases axecilent games – this isn't one of them.

Comandie (CD)

(90: Classin) Optima - Flight Sim £49.99 Brilliant action-packed helicopter simulation at a great price on co.

Companions Of Xanth (CD) (84: Raapmmended) Accolade - Rele-Playing Game

Great game on disk. Evco better on co. (55) Gametek - Arcada £19.99

Nothing new or exciting.

Datrolf

(85: Rasommended) impressians - Strallegy £39.99 An intriguing stintegy/sim which boasts both originality and playability.

Dragon's Lair (67) Elita Systems – Adventure £39.99

An interactive cattoon that's mora 'cartoon'

Than 'interactive'

Eva Of The Stonn

(40) Rebellian - Space/Strategy £39.99 Very futuristic, very Elile and very, very crap. Great Navel Bettino 2

(86: Recommended) US Gold - Simulation £45.99 SSI emiscs agaily to the head of the fleet with this simply stunning sim.

Hend Of Falo (CD) (78) Virgin Interactive Entertainment - Adventure

Good game, shama about the conversion. In this ease, more equals less. Jaah Mcklaus Signature Edition

(85: Ranammended) Accalada - Spert £19.99 A good golf game at an amazing price. Jimmy White's Whirtwind Snookni (80: Ranammanded) Hit Squad – Spart £14.99

Dangerously addictive snooket sim Lncky's Casine Advanture

(60) Mirago - Card Gama £44.99 Challenging, fun, totally addictive but a bit

pricey. Lare Of The Tampiress (55) Hit Sqnad – Adventure £14.99 Old and fading.

Powar Geme 2 (CD) (70) Acdvision – Simulation £29.99 Worth looking at If you don't bave that hardware ta run the latest sim. Rabinson's Requi

(85: Racommanded) Daze Markeling - Rala-Playing Game £39.99

This is a highly original and addictive 'snrvival sim' which, unfortunately, has some unnoying bits.

Sam And Max NII The Road (93: Classin) US Geld - Adventure £45.99

(70) Hil Sqnad - Strategy £16.99

Brilliantly original and a highly humorons Sim City Cinssic

First. Sim City Enfonced

(82: Recommended) Interplay – Stralegy £49.99 Stm City's nn excellent game bnt 50 quid is a bit steep for a few enhancements.

Still a gient game but check out Sim City 2000

(45) Hil Sonad - Platferm Gamo £9.99. Third-tate platformet. Stay well away from it. Snace Holk

(87; Recommended) Electronin Arts - Stralagy £39.99 Still a tremendons game, but not us good as the disk-based version.

Summer Challenge & Winter Challenge

(80: Recemmended) Accolade - Sport £19.99 Good campilation, great value.

The Hordo (87: Recemmended) US Gold - Strategy/Accadn

Not an original concept but extremaly well

(implemented.
The Rock 'n' Roll Years - The '50s

(70) Supervision - Gameral Interest £24.99 Handy for 50's music lovers of as a reference but we doubt if it'll get you tackin' round the chelt.

The Settlore

(89: Recommended) Blue Byts - Stralegy £39.99 A damn fine, angrossing game.

Theatre Of Wes (70) Hill Sgnad - Stral-egy £12.99

Executent strategy gama and it looks cool, too.

(93: Classia) MinroProse - Stralagy £44.99 Ont Chris's favonrita. this is an incredibly addictive strategy game.

Wnmblay Rugby League (66) Audiogenic - Sport £29.99

This manages to be quite an improvement on mevious rugby games.

(60) Optima - Strategy £29.99

Disappointingly average. World Cup Challange

(48) Winsport - Sparl 229.95 Disappointing, absurdly RAM-hangry and limited in its playing life.

Issue 17 – Appust 1994

1942: Paaific Ali Wai (89: Raaemmended) MiniaPiose – Flight Sim £44.99 Two great games - Carrier Buttles and Task Force 1942 - In one package, II's a winner!

Al Quadim: The Goole's Corse (40) US Gold/SSI - Role Playing Game £35.99 The thinking amoeba's beat 'em np. Dumlimo

(43) Max Design - Stralegy £39.99 Hey, it's just like being there.

Cool Spot (80: Recommended) Virgin Interantive Enlartainment – Platform Game £29.99 Charm and accessibility save it from being

strictly seventles-np! Della V (64) Bathesia Softworks - Short 'Em Llo £45.99 Very fast and pretty stunning to look at, but it

won't keep you np Inta the night.

Dinosanı Deleativn Agenay (42) Atternative Softwara - Platform Game £16.99 Cheap - but that's no reasan to ba cheetful.

(57) Emplie - Sport £29.99

Emplie Soage

Let down by small viewing area, mnintalligent player reactions and poor scralling. Bood To Firm

Hotsetacing fanaties might get samething ont of it, but the experience will pall. International Tennis Deen

(50) New Era Software - Spert £29.99

(88: Recemmended) Philips Interactive Media -Sport £44.99

Definitely the new number one sead in the

field of vo tennis simulations. Jack Nieldans (CD) (78) Accolada - Sport £16.99 A perfectly sevicaable galf gama with a goad course aditor tacked on. Wait for ma while I

put my golfing shoes on Nawawaek 3 Globocop (CB)

(0) Mindscape - Genaral Interest £39.99 The most expensive beer mut in the world. Överfard.

(85: Racommended) Virgin inlaractiva Enlartainmani — Simulation £39.99

An old idea made new with some interesting twenks

(70) 21st Century Entertainment - Pinball Game Not bad at all. There's plenty for pinball

wizards to get their flippets into Shanghal II: Dragog's Eve

(88: Recommended) Activision - Puzzle Game £29.99

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(Right) IndyCar Racing. great graphics and playability make this the best ever driving game.

(Far right) Sam & Max: The clue's inside the cat. Rip its head off! (Sick, or whal?)





Puzzles galere in this excellent addition to the rather medicare range of games currently available for Windows.

Sherlock Holmes - The Case Of The Serraled

(48) Electronic Arts - Adventura £49.99 Elementary, my ricar Watsen,,, and that's the preblem.

Simon The Sorcorer (CD) (89: Recommended) Adventuresoft UK Ltd – Adventure £44,99

A tricky adventure jaum boested by excellent talkic bits.

Syndicato (CO) (92: Classic) Electronin Arts - Strellegy E39.99

Whar a game, What a barg.

Tactical Manager

(75) Black Lugend - Sport E34.99

An interesting little number with the edd weakness, but several nice ideas.

Thomas Park

(93: Classic) Electronic Arte - Strategy £44.99 A highly inventive 'business' sim thar's fun,

fne, fun all the ivay. Hip hip hoorah fni Bullfrog. Walls 91 Rome

(74) Olgital Integration - Strategy £16.99 Good, if thin, fun.

Werld Cop USA '94 (78) US Gold - Sport £32.99

Good features: difference of oninion over the gameplay. Znol 2

(82: Recommended) Millennium - Platform Gema £34.99

As they say, if you liked Zoel, you'll love this,

Issue 18 - September 1994

Sermath A Stoci Sky (CD) (72) Virgin Interactive Enterteinment – Adventure 239.99

Comic be elective adventure with excellently funny dialogne but lacking any real depth.

D-gay (40) Impressiens – Wergame E39 99 A singeish, unrealistic and bug-ridden

attempt at a wargame withour many redeeming features. EIEA International Succer

(70) Electrenin Arts - Sport £39.99 Looks and sunnds great, but lacks gameplay.

(70) Electremin Arts - Simulation E44.99 Massive, embarrassingly seriens sim, Snperb detail, eccasionally nail-biting, always slooneow.

inherit The Earth - Quesi For The Orb (72) US Geld - Adventints £39.99

A well-thought our gentle little brainreaser for those whe fancy a 'sensible' game.

international Sensible So (76) Renegada - Sport £19.99

One of the bear on the PC, but still not up to

the Amiga versien. LIIII DIVII (CD)

(BB: Recommended) Gremlie Graphics - Adventure 634 99

Excellent, eriginal and addictive, Metal And Cacu: The Battle Of The Robo Babes (35) Megatech — Beal 'Em Up £39.99

Terally devoid of eey entertainment value whatsoever.

On The Balt (68) Ascen - Sport £34.99 Too many frills, net enengh body.

Delposi (84: Recommended) Siema Ou-Line - Strategy 949 99 (et. accommond) Jama out the — shalegy 24. A superb game. Addictive if yon've get the hardware, hell if you haven't. Shadow Of The Come! (CD)

(BB: Recommended) Intogremes - Adventure £39.99 A worthwhile reworking of a great game, but still very idiesyneratic.

Soccer Kid (30) Krisalis – Platform Game E29 99 If you want happening platform action, thru buy something else.

Theatre Of Death
(35) Psygnosis - Arcade/Strategy E34.99 Below average imitatien ef an above average game.

(94: Claesic) Virgin Interactive Entertainment - Specu Sim F49.99

Shrer, andilared quality. Ge out and treat yoursell'to a cepy

Issue 19 - October 1994

74 Wargame Construction Sol 2: Tanksi (90: Classic) SSI – Wargame £39.99

Never mind the 50-ton tanks - this is 5e-tens of splid, fire-belehing wargame, Absolutely brillianr.

Battle Bngs

(65) Dynamix – Stralegy ETBA A battle game with bugs in it (as epposed to a bngged battle ganic).

Dark Lagions

(85: Recommended) SSI - Shalleov E35.99 Wonderfully referraining animarious and game sereens with hidden stramgic deptiles

(45) Core - Adventure £39.99 Greaf game, shame yon can'i play it. Hell Cab

(50) Time Warner – Adventure E49.99

li's the same eld story. Great graphits, but sadly lacking in gameplay.

IndyCo: Racing Expansion Pack (94: Recommended) Virgin Interantive Entertainment -Drivino F17.99

Hirse Itacks are better than the eriginal tracks (if you pround Pheenix deesn't exist).
Ishar III: The Seven Cates Of Infinity (50) Siman'ls - Stralegy £39.99

Sum up Ishar III in one word? Avoid. Simple as that. The worst of a bunch.

(65) HII Sonad - Adventure E14.99 Bargain? Maybe. Buring? Delinitely. Kick Off 3

(55) Anco - Sport £29.99

Nice features, but gameplay isn't up to nuch. Manchester United Premier League Champions (60) Krisalis – Sport £29.99

ist revisited (although unl as good) with a let ef features thrown in.

Ptanol Fool-bail (68) Inlogrames – Sport E39.99

The Werld Cnp produced a rash of rush releases. This is not one of the best.

Polico Quest IV - Open Season (80: Recommended) Sterra On-Line - Adventure E44.99

Atmnspherie and very entertaining. A bit of a let down at the end, thengh.

Summer Challenge (73) Hii Sqnad – Spert E12 99

Ner a bad game by sports sim standards and casy to cheat at, but do you really want another sport sint?

Under A Killing Moon (CO) US Geld - Advantage E59.99

Pigs can fly. Interactive nurvies do exist. Sen

Wing Commaeder: Armada (76) Electronic Arts – Flight Sim £44.99

Lers of good ideas stuck legether but somehow if deesn't hang quite right.

Issue 20 - November 1994

(80: Recommended) Sierra Dn-Line - Stralegy E39.99 Space strategy thing which is a blt like Outpost withent the pretty bits, Dannting at first, but ultimately very rewarding.

Chaas Eegine (80: Recommended) Renegade – Alcade £32.99 A damped groot, multi-direction scrolling shooty thing with lets of big gnns and silly

charaeters.

(90: Classic) MicroProse - Stralegy E44.99 Try to imagine Cirilraries with mere depth and better graphics. Well dene., you've just intagined Colonization.

Cyclemania (CD)

(83: Recommended) Accelade - Arcade E39.99 Extremely cempelent Read Rash 300 rip-off with lovely digirised backdrops and big

(78) Cremlin - Arcade E34.99

Cenyersion of the Mega Drive classic, isometric helleepter, blast 'om np game. The graphics are a bit ctap but it's immensely playable.

Quem II (90: Classic) Virgin Inleractive – Arcade Game E49.99

The sequel to one of the best games over. New graphics, a new gun and brand new monsty-wensties, Miss it at your peril.

Inforno (CD)

(86: Recommended) Oceen - Spane/Slm £44.99 Eagerly awaited game from DID. Lets of big space ships and silly looking allens. One of rhe buret space cembat games,

KA-5D Hokum (85: Renemmended) Virgin — Simulation £39.99 Withou a doubt the very best helicepter sim meney can buy Something for dir propeller li rads (yrs. we know you're enr there)...

NHL Hockey 95 (CO) (91; Classic) EA — Sports/Arcade E34,99 A new version of the top-down scrolly, for hockey game. Basically the same as the original

(reviewed issue seven) but with new stats. PGA 486 (CD) (91: Classin) Electronin Arts - Sports E44.99 Gergeens looking, selid playing, tasty linle golf game. One of the best on the re so lar. Plubalt Ornams CD

(79) 21st Century – Arcade E39.99 Eight wenderfully designed, smoothly screlling pinhall tables. Why is ir en ce? 'Canse there are lots of pointless rendered bits, thar's wby.

System Shock

(95: Classic) EA/Origin - Rele-Playing Game £44.99 Pant-wertingly fantastic, cyberpnnk, RPG thing. All hall System Shock, that shall be king hereafter (at least until System Shock II comes out. that is

Issue 23 - December 1994

Alone in the Dark II CB

(93: Clessin) Integrames - Adventure £44,99 A sequel that is netteeably beffer than the original and with some scrieus co enhancements. What a refreshing change,

(80: Recommended) Emplue - Filight Sim £44.99 A geigeens leeking syga wwi flight sim with a bit of a different idra behind it... ir's an interactive bnek, apparently.

Oraamweb

(74) Empire - Role-Playing Game £44.99 Cyberpank are with lets of violence and a shagging scene that has new beceme infamous.

(93: Classin) Psygnosis - Adventore £44.99 An utterly brilliant Alone in the Dark alike with ellipseid-generated characters and lets of pert bni toeks.

FIFA CO

(76) Electronic Arts - Sports £39.99 A smart-leeking feery game that just falls short of being an absolute belter Littla Big Adventere

(93: Classic) Electronic Arts – Adventure E44.99 A Truly amazing adventure will be pretty graphics and weird french gameplay Gobsmacking.

Magic Carpet (96: Classic) Electronic Arts – Sheet 'Em Up £44.99 Bleedy excellent shoot 'em np - leeks billiant, rorally addictive, A must have Project X

(76) Team 17 - Sheel 'Em Up E19.99 A very competent and nicely low-priced little shoor 'em np.

Rise Of The Robots

(BB: Recommended) Mirago — Beal 'Em Up E44.99

Possibly the best beat 'em up en the PC so fat with some excellent rendered sprites.

Space Simulalar (75) Microsoft – Simulalai £39.99

A huge simulation of man's quest for space that is a little too ambitions for its own good.

Star Crusader

(60) Cametek - Sheot 'Em Up \$39.99 Basically Iliis is a poer man's Wing Commonder with seme nice ce bits.

Transpert Tycoon

(94: Classic) MicroProse - Stralegy E44.99 One of the best strategy games around and a meie than worthy sequel re Railroad Tycom.

Total Carnage

(74) ICE - Shoot 'Em Up £27.99 Good ehallenging I'un aod a mere i ban comperent conversion of the original arcade machine.

Ixeue 22 - January 1995

Aces Of The Beep

(90: Classic) Oynanix/Siena – Nayal Sim £39.99 Craphies, ganirplay, seund and alme eembine to make this the best sub game available. New World OI Lammings

(78) Digital Integration - Puzzle Game £39.99 If you like all the ether Lemmings games, you'll

like this one. too.

(86: Aucommended) US Gold/Novelegic - Simulation E44.99

Commanche en wheels, fit tracks, You know what we mean.

Creature Shock

(78) Virgin - Adventure Game £49.99 Au engrossing, at mespheric 3p adventure game, Great graphics, absorbing levels, but

lensy senndtrack Cyberwar (55) SCI – Arnade Adventure £49.99

Ir looks amazing. The gameplay isn't.

Dark Sun # (80: Recommended) Mindscape - RPG E44.99 Love it for its brains, ner for its leeks.

(96: Clasein) Psygnosis - Adventura Geme E49.99 Discwarld is possibly the best point-and-click adventure game ever made.

Front Pago Sports Baseball (85: Recommended) Sierra – Sport E44.99 It takes all the best bits from all the best gaines and ee'ds up being the best.

Kilk *n¹ Play (BB: Recommended) Enlopress – Game Designer fel Windows £39.99

Neat infnitive, and Irads el fun.

Novastorm (40) Peygnosis - Shoel 'Em Up E44.99 Repeal ad nanseam: 'Prefty graphles deth ner а дали в ныке.

(50) US Gold - Recing Game E39.99 Knock off ge tylieft politis fer no rwe-player mede, Sed off Power Drive, Quaranting

(80: Recommended) Gametok - Shoot 'Em Up £39.99 An excellene blast and it tenks good, jee,

Power Orlyo

Rotribution (45) Gramiin Interactive – Shoot 'Em Up £39.99 Net enly is it a below average shoot 'em up. it has prefensions too.

U\$ Navy Fightars (90; Classic) Elentronin Arts — Filigh) Sim \$44.99 If it had a multi-player facility, we would've given if see. But it hasn't, so we won't.

(75) Interplay - Strategy £39.99 Geed, simple, addictive strategy game.

ssec 23 – February 1905

Alana le Tha Bark 3 (95: Classic) inlogrames – Adventure E44.99 The mega-stonkingly wolld and wonderful final ebapter in the Alanela The Dark trilegy.

Curmoe Fodder 2 (74) Virgin interactive - Arcade/Strategy £34.99 Just more of the same, or is Cannon Fodder 2 a

significant improvement? Sensible returns with mere 'fun with a gun'.

Commandor Blood (81: Recommended) Mindscape – Adventure Game £44.99

It's French, and guess what? It's weird. Very weird. We try not to ger at them for it... bur this is just plain mad.



(Left) Theme Park: Sim City eat your heart out.

(Cyberia

(80: Recommouded) Interplay - Advanture/Shoot 'Em Un £49.99

A contender for the 'Best-looking game of 1994' award. Tastict than treacle pudding with lashings of thick custard, and almost certainly better than Rebel Assault.

Dragon Lore

(B1: Recommended) Mindscepe - Adventure £44,99 Cryo's epic multi-co graphic adventure finally arrives, is it just more Freuch weirdness or is It actually a decent game?

ner OI The Gods (77) US Gold - Stralegy £TBA

Nordic domination and general Euro-bashing in this simple but addictive strategy was sun from New World Computing.

Kyraudia 3

(87: Recommended) Virgin - Advantuta £44.99

Westwood's Fables and Plends series makes it to number three, and this time you ger to play the bad guyl

Lion King

(71) Virgiu – Platform Gome £29.99
The smash-hit movie turns into a reasonableish platform game. PC Zone good tip number oue (iu a scries of...) - just pretend your PC Is a Moga Drive.

NASCAR Racing

(84: Recommended) Virgin - Racing Sim £44.99 Papyrus follows up JudyCat with the popular American sport of driving round and found in circles.

Nectropolis

(79) Electronic Arts - Advonture £44.99

For a change EA goes all welrd, gothic and horrific in this unusual super-hero adventure.

Urbmate Body Blows (78) Toam 17 - Beel 'Em Up C29.99

An Amiga conversion from Team 17. Don't be pni off by that, though - it's actually quite good. Voyeur

(40) interploy - Adventure £39.99 Not os pervy os you might think, Yes, there are suspenders and bras in it, but no undity and uo uaughtiness (well, not much, of least not enough to satisfy the male staff ou PC Zone).

Wing Communder 3 (62) Electronic Arts – Flight Sim £59.99

Foni milliou dollars, Luke Skywalker and a well-known porn across – definitely a potentially interesting situation, if ever there

Issue 24 - March 1995

(70) Virgiu - Arcada £29.99

He leaps tall buildings, cuts through baddies with his scimilar and wears pointy slippers. He's Aladdin - who else.

Dark Forces

(95: Classic) LucasArts/Virgiu - Action Advonturo £54.99

The empire is finally Doom-ed, but is it better thon the real thing? We bring you the first review of the game everyong's itching to get their hands on, in a special world exclusive. courtesy of LucasArts and Virglu. Doom Clones: Head To Head

(55) Merit – Action Advonturo £39.99 We put Merit's Dr Radfakl up against Virtuoso from Elite and thu for cover (well, Doom, actually).

Hell: A Cyberpunk Thriffor (25) Gamelek – Advonture £39.99 It is: it isn't. If it's really this bad theu start playing for forgiveness immediately.

Kick Off 3: Eurapean Challenga (70) Anco – Sport £29.99

The last Kick Off was an absolute nightmare. Has Anco finally got it together in Europe? King's Ogest VII

(93: Classic) Sierra - Adventure £44.99

The latest point and click extravaganza from the Roberta Williams' school of mush-wushy. culesy-watesyness.

Knights Of Kental (10) Megalech – Adventure £49.99

A pleutiful lack of beat 'em up action strides onto the PC, courtesy of Megatech. Ouch!

(58) Mindscage - Rolo-Playing Geme £TBA

Not a tasty lozeuge that promises to clear your stuffy nose and soothe your sore throat, but a rather ordinary role-playing game. Metaltech: Earthslege

(87: Recommonded) Sietta – Simnlotiou £39.99

Go stomping mad in this spectacular tirre-fest from Sierra, just one thing though, why have extravagant HERCS that walk whou the terrain is perfectly flat?

itma Of Arkaula: Star Trall

(85: Recommended) US Gold - Role-Playing Game \$44.99

The sequel to the kernly received Blade of Destiny finally makes it onto co-rom. Hip, hip...

(B2: Recommended) Virgin - Action £TBA

The most fun you can bave with your burn only un juch off the ground, when wearing a crash helmet and clad in brightly-coloured Idather.

TRE Fighter: Optendor Of The Empire (73) LucasArts - Space/Action £19.99

vo new nussions and a new sbip. What ever will they think of uext?

VAugs Of Glory (78) Electionic Arts – Flight SIm £TBA

Chocks away as Origin reaches for the skies to do battle with the Hun, dastardly chaps with taches and every other WWI flight sim ever

1554 179A ~ 4pm 1595

(62) Core Besign – Recing Sim £34.99 Chuck Rolk meets Super Marto Kart, Unfortunately, the clash of these two mega-games hasn't proveu to be that good. Oops

Big Red Adventure

(70) Core Deelgn - Advonturo £39.99

This is the follow up to Alppon Safes... strigh, keep It away! Hang on a minute, though, Big Red Adventure Juoks like it could actually be quite good.

Blo£arne

(95; Claseic) Electronic Arts - Action Adventure PP 143

The first 'reol' interactive movie? Or is BloForge just a not ber game that looks like Alone In The

Desceul

(94: Classic) Interplay - 3D Shoot 'Em Up £44.99 Could this be the game to finolly knock Doom off the top spot? The fabulous 30 game from Interplay arrives at last.

(78) iD/Rayeu - 30 Shoot 'Em Up £39.99

Doom-in-tights.' Can a fighting fantasy version of the greatest game of all time, ever, eyer, (cally be better? Er, uo.

(rou Assaul)

(57) Virgin - 30 Shoot 'Em Up £34,99

A distinctly average 'big robot' game joins the ranks of other distinctly average 'blg robut' games on the ec.

(55) Mindscape - Strategy Wargame £34.99

This is definitely one for the Hex-heads, this is. It's inteose, ludicrously strategic and it rups under Windows, Eekl

Losi Eden

(76) Vitgin - Adventure £34,99

Cryo's diuosaur game finally arrives a year after it was imveiled. It's a bit like Jurassic Park meets Dragou Lore.

Issue 26 - May 1995

Atari Actian Pack (50) Activision – VCS Atari Campilation £24.99 This compilation includes lots of really aucieut Activision Atari VCS games, all for Windows and all on une cp. So what's it like? Well, it's like a time marhine that takes you somewhere a bit crap!

anes

(78) Mindscape - Adventure \$44.99

Yet auother Doom cloue - but uot a bad oue by auv means - from the team that broughl us both Heretic and Shadowcaster.

Foolball Glory (60) Kempart – Sports ETBA

Q; When is Sensible Soccer not really Sensible Socter?

A: When it's a not-quite-so-good copy ralled Football Glory.

Gullty

(58) Paygnosis - Adventure £39.99

Sequel-ola. Gullty is the follow up to the awful Innocent Until Cought, and it's significently better, but still not brilliant.

Junelo Strike

(79) Gromlin - Shoot 'Em Up £39.99

Another sequel ... this time, the sequel to Desert Strike. But this shoot 'em up is bigger. mure varied and harder than the original. Not had of all

HBA Live

(90: Classic) Electronic Arts - Sport £44.99

EA Sports awakeus from a period of dormaucy with this absolutely cooking basketball areade game - the best of its type around.

Benecada

(75) SSI - Space Sim £44.99 SSI's TIE Flyhter/Wing Commander wa uu abe lu glorions svga. A surprisingly playable space

varfare game. Nise of the Tried

(82: Clessic) US Gold and PD Soloctions - Adventure

Sume love it and some hate it but of the Doom-alikes, this is one of the best. Super Freq

(40) Toam 17 - Platform £19.99

A plotform game with a frog in It... Uh-huh.

Tank Commander

(60) Domark - Simulatiou £39.99

A budget-style tank game at full price. If you've got more money than sense, you'll really love it!

druff and the Schulbble of Azimuth

(75) Sierra - Adventure £39.99

A welrd adventure game from Sierra, A wonderfully deceptive adventure with comic

K-CDM

(94 Classic) MicroProsa - Strategy £44.99

The first X-COM was absolutely brilliant. This sequel is even better still.

1950c 27 - Juna 19

Blind Date

(25) Domark - Adventure £39.98

Chris had a jolly spleudid time reviewing last mouth's 'interactive-try-to-get-laid-simulator'. What will the softies come up with next? **Sull Threttle**

(92: Classic) LucasArts/Virgin - Adventure £49.99 Hooray for LucasArts odventures, Blg, rough guy biker stuff this time, Splendid. Flight Of The Amozon Ducen

(50) Warner Interactive – Adventure £39 99 This game from Warner Interactive is desperately trying to be o EncasArts adventure but failing quite misembly. It's naff. Hardball 4

(83: Recommouded) Accolada/Warner

Arcada/Sports £39.99

Returning May's Theme of 'sequels', Warnet Into-ractive brings us the fourth Hardball Sprely Waruer have to call it quits now?

High Seas Trader (62) Impressions — Stralogy/Simnioliou £39.99 Affectionately referred to as 'High Street Trader' In the PC Zone office, this is the latest

strategy offering from Impressions. Magfu Carpet: Hidden Worlds (89: Recommended) Builfreg - Arcade/Stralogy

£19.99 A sort of add-on thingy for Magic Carpet with lots of suow. The trouble is though, it's completely and utterly, stupidly, bloody hard.

(69) Psygnosis - 3D Shoal 'Em Up £29.99

Very poor Descent wannabe from Psygnosis. Fortunately though, it's considerably cheaper Psycho Pluball

(78) Codemasters - Arcade £44.99

Pruball from Codemasters, Some nice tables, Some nice music, Sorted,

Slipstream 5000

(88: Recommended) Gremlin Int. - Arcade/Shoot 'Em Up £39.99

Three-dimensional-fabby-whizzo racing/shooting/ speedy thing from Grembiu. Splendid stuff, and better than boring, run-of-

the-mill racing games.

Star Trek: THG ~ "A Shal Unity"

(94: Classic) MicroProso — Adventure £49.99

Yes, it may have a ridiculously long title, but this is, without a doubt, the best game to beat

the Star Trek name so far. Super Streetfighlat If Turbs

(90: Classic) Gamolek - Beat 'Em Up £39.99 It would seem that last month's theme was 'gumes with very long names'. Gametek's SSF/H Turbo H is one of the best areade conversious ever seen on the pe-

Tieenderoga

(7B) Mindscapo - Naval/Stralegy £44.99

Silly name but a damn fine naval strategy game. Lovely graphics and splendid co bits. Virtua Chess

(B5: Classic) Titus – Stralegy £44.99 Snuzzy 30 svGA chess thingy from Titus. Frauce. This one's different looking and with a ninja bastard brainbox.

(85: Classle) Miudscape - Beat 'Em Up £39.99

What, yet another beat 'em up? Anyono would think there's a shortage of 'em or something.

183D

(68) US Gold - Board Game £39.99

ac 28 - July 1995

Set in the early years of American eolonisation, a sort of Rathroad Tyroon meets Risk. Strictly for those of trainsporter

persuasion. Alex Dampler Pre Keckey

(66) Morit Softwore - Sports Sim £39 95 The bockey sim with FIFA-style viewpoint, but

impossible control system, and comes no where near NHL Hockey '95. Atlan Breed: Tower Ass

(B1) Team 17 - Shoot 'Em Up £29.99 The sequel to Allen Breed, but superior to the PC version of the original. Great graphics and

frenzied, addictive shooty action

Brett Hull Hockey 195 (73) Accolade/Warner - Sports Simulation £39.99 Top-down ice hockey gams, which doeso't motch the king of icc hockey sims, NHL Hockey '95, but betters Alex Dampler Pro Hockey '95.

Chaos Control (49) Philips/Inlogrames - Shoot '2m Up £39.99 Unbellevably terrible futuristic FMV shoot 'em up that was passable on col, but should never have seen the light of day ou re.

Command & Couquer (95: Clessic) Virgin – Strategy Adventure £44 99 Danc 2 meets Caruon Fodder in this brilliant

game of soldiers.

edelus Euconul ei (58) Vitain - Adventure £44.95

luteractive movie game that fails to make the grade – and, for what it's worth, stars Tia Carrere, the bube from Wayne's World

(42) US Gold - Strategy Game E39.99

Faul asy battle game with good graphics and comprehensive interface but locking that vital jugredieut - gameplay. Frontier: First Encounters (78) Gamelok – Space Strategy Simulotion £39.99

Disappointing enhanced version of Elle II. which is also bugged to jiggery.

(72) Mindscape - Stralegy Gome £39.99 Risk meets Syndicale in this strategy battle janut. Not groundbreaking or particularly

original but quite guod fuu all the same. (35) BMG Interactive - Short 'Em He £34.99. Dreadful FMV shoot 'em up not worth the

paper its manual was printed ou. chiaveUl The Prince (R9) MicroProse - Strategy Game £44.99

Colouization-style sim packed with political intrigue, assassinations, plagues, pirates and a unique play by e-mail feature.

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(93: Classic) Philips/GTE - Beel 'Em Up £39.99 The closest thing to Virtua Fighter no the PC. and by far the best heat 'em up you can bey. We leve it!

Hi-Octane

(83: Recommanded) Builfrog/Electronic Arts - Raning Gema £39.99

Bull frog surprises everyode by releasing a racing game, and sniprises everyour ever by not saying anything abect it until it's nearly finished. Hmm.

Micro Manhines 2

(92: Clessic) Codemesters – Racing Game £44.99 A brilliact, simple and effective racing game with a rather mifty little track designer thrown in far good measure, Orion Conspiracy

(36) Domerk – Advantura Gama £39.99 Domark enveils what has to be the worstscripted computer game ever coorcived.

(82: Recommended) Mirage Software - Strategy Wargame £44 99 Hex-tastic strategy game fer these of ynit who

really like your wargames intense. Picture Perfect Gulf

(30) Empire - Sports Sım £44,99

Pretty bleody eaff. But hey, if you want te look at nice, digitised pitteres et a gulf ronise, this (s wel) weith the dosh. Prisoner Of loc

(88: Recommended) Infogramos - Advanture £44.99 The second game in Infegrames' Cthulhu range, and what a stonker of a point-and-click adventure it is 100.

Scottish Opec Golf (60) Core Design — Sports Sim £39.99

Core Design finally releases its 3th virinal golf thing. There are some ckay bits and some pretty nob bits. Unfortunately, it's the nob bits that win through.

Silvarinad

(7) Miltennlum/Psygnosis - Adventure Gamo £39.99 Millenninm and Psygnosis team np together and produce an adventure which is truly...

onite awful.

(62) Time Warnor - Sports Sim £34.99

A loorball game that looks really lab and groovy, but doesn't quite cut it in the gameplay stakes.

Utomate Doom

(90: Classic) GT Inforactive - Shoot 'Em Up £29.99 The original Doom re-packaged with an extra episode. Is it another classic or just a cotessal rip-off?

(86: Recommended) Warner Interactive - Interactive Movie £39.99

It's an interactive movie. No. it's a game, It's an interactive movie. No, it's a game. Arrigible?

30 – September 1995

Acress the Ridce

(86: Recommended) MicroProse - Stralegy Came

Well, if yon're a prepeller head yon'll think it's the dog's gonads. If you're a bit of a thicky, you'll still like it, ence you werk your way through the laberlens manual, that is. **Action Soccer**

(50) Ubisoft - Football Sim £34.99

It had potential, but oltimately Action Social seems to have bren relegated to the racks of 'another crap fontie game'.

(84: Recommended) Mindscape - Flight Sim £44.99

Rowan teams op with Miedsrape and clincks in all the best bits from Its other flight sims, to make np a snrt of fantasy strategy game, which is really pretty groovy.

AIV Networks

(80: Rocommended) Inlogremes - Business Sim £44.99

A besiness sint for people whe love trains. (Yer gnds! What next?]

Donocon Master 2

(59) Interplay - Rete Playing Geme £44.99 It came not late and it wasn't weith the walt. Disappeictiegly ont-dated and old-fashinned. Lasi Dynasty

(45) Sierra – Spaco Gombel Sim £44.99

A good Windews-based adventure game, which is completely rulned by rrap combat sections. Lords Of Midelakt

(60) Demark - Adventure £44.99

Another very old game that's been given the sequel treatment – per reviewer said it was the biggest let-down since that leak in his inflatable Claire Rayner.

Sim Town

(B1; Recommended) Maxis - Simulation £29.99 Fon and educational ic egoal measures, But even better, yee cae make people say rude thlogs who they're pissed off.
Simon The Sorcerer 2

(84: Recommended) Adventure Soft (UK) - Adventure Game £44.99

Simen reterns with DMs and leng hair. Even theogh Chris Barrie basn't deno the voice this time, it's still a bloody good talkir adventure,

(76) Sierre - Adventure Game £44.99

Trite advenime completely drypid al homoni, Spaic Quest fans will love ill

(89: Recommended) US Gold - Shoot 'Em Up Game £44.99

A very good he engine, wearing a pair of rather neenginal and unaddictive 'game-play treesers'.

US Marino Fighlers

(92; Classic) Electronic Arts - Flight Sim £l 9.99 Absolutely brilliant. The only thing that prevented as giving US Marine Eighters 100 per cent was the lark of a network facility.

Reut 31 - October 1995

EE2800

(97: Classic) Deean/DID - Flight Sim £49.99 Something for everyone, The best balance between simulator and game, ever. Fade To Black

(94: Classic) Electronic Arts - Arcade Advecture £44.99

A corking follow np to Hashback, with Ints of spinny-aroundy polygon bits, morphing monsties and blg guns.

The Need For Son

Recommondod) Electronic Arts - Racing Game €44.99

There's no need to bny a 300 How this has made it to the rel This sits somewhere between Screamer and the ferth coming FIGP2. We love the splendid crashes!

Apache Longhew (96: Classic) Digital Integration – Sim £39.99

The best helicopter sint around; although Community looks better, nothing comes dose to matching the mixture of spot on handling, tarties, networking and atmosphere.

Borled in Time (77) US Gold - Interactive Movie £44.99

The sequel to The Jourceymon Project is a tad Ino lengthy; trehnically it's great but it's lacking the elements of truly enjoyable gameplay.

(88: Recommanded) Activision - Board Game £49.99

Mayhem! Ge ec a stemping frenzy encased in a massive armour-plated robut body. Geod, hard-hitting fun with plecty of missions and a good difficulty curve

Blown Away

(19) Instant Access - Interantive Novie £39.99 A pretty crap game ef a pretty crap film. Cyberbykns

(10) Gametok - Sheet 'Em Uo £24.99.

It came, it saw, it sneked, Ideal as a present for semcecc you don't like.

Lemmicgs 3D

(71) Psygnosis - Puzzla Cama £39 99

We've seen it all before; all that's new is that it's now frem a diffrient angle. Yawn,

(45) Anco - Sport £34 99

Viscally sincled, it's difficult to control the ball. What else? Oh, It's one te aveid.

Championship Manages 2 (92: Classic) Domark — Sport £44.99 (TBC)

Every other football managemeet game is jest that - a game but this one actually becomes 'real life

ISBNO 32 - November 1995

Al Unsai Jr Racing (60) Mindscape - Raning Game £29.99 It has all the fratures you'd expect from a rading game bereltimately it's few for only a limited time.

(93: Glassin) Virgin – Stralegy £39.99

Mere that jest another space-based strategy game, this has got all the best bits ef every god/stiningy/wai fare game available. A word of warning theogh, get a tick into this and yen can say good bye in your social life.

Battle Boast

(66) 7th Level - Beat 'Em Up £29.99

A cartoon beat 'cin up with excellent animation, cct seedes and special effects - but that's it Shame, 'ces it looks great, but as fer gameplay - forget it.

Bam:Cycle

(85: Rocommendod) Philips - Into ectivo Adventure £44.99

One of the best interactive adventores we've seen; good pacing, sharp plet and plecty of variety cam hine to make it can standing.

Crime Potrol & Gamegun (70) American Laser Gainos/Mirage - Shool 'Em Up

£39.99 It woe't take you lining to exhaust the fun factor of Crime Patrol, but the gue is compatible with seme other games and as a bundled package it's really not bad value,

(62) Psygnosis - Shoot 'Em Up £39.99

Mediocre 30 blast 'em up with nice smnoth polygons and lots to shoot at, but apart from that net much more.

Falul Racing

(B8: Recommonded) Gremlin Interactive - Raning

Ridge Rucer meets Stunt Cor Ruters, as long as yon've get a Pentinut, of entrse. Magic Carpel 2

(92: Classic) Electronin Arts - Shoot 'Em Up £44 99

It sent our reviewer Into a frenzy! The classic gam c is now even beller, with new monsters and a new graphical style which includes scary night-time bits - thrully addictive NHL Hockey 96

(90: Classic) Elentronic Arts - Sport £44.99

This nees Electronic Art's new Virtual Stadium' technology (used to great effect in FIFA Sorrer to make it look so flash). Delimitely one of the nicest-looking sports games we've reviewed for ages.

PGA Tour 95

(94; Classie) Electrocie Arts - Sport £44.99

New and improved! Now Includes two new Champieusip conises, you can play as or against 14 artual photo-realsith pros, their's a new picture in-picture view... need we go on? The best golf game just get bettet.

Pitiail: The Mayan Adventure (70) Activision – Platform £44.99

Conversion of the ancient Arari yes platform game; cething particularly sperial but still fairly addictive.

Primal Rage

(82; Renemmended) Time Werner Interactive -Beal 'Em Up £39.99

Jurassic Park for psychepaths - yep, dinesaurs a-plenty, good gameplay and graphics. Shoeld appeal to Mortal Kombat of Street Fighter facs.

have 33 - December 1995

Alien Odyssey (77) Philips - Space Advecture £44.99

A sort of cross between Bieleige and Cyberia, with the odd Star Wats reference thrown in: overall a protty adventure which plods a bit. Battle Isle 3: Shadow Of The Emperor

(93: Classic) Blue Bytn – Strategy £45.99 The third and possibly fical instalment of one of the most highly respected strategy games of of the short light responded strategy games eall time, Certainly worth effecting entity entities your strategy futuristic.

Commandie Vs Werewolf

(88: Recommended) Novalegic/ US Gold - Helicopter Flight Slm £39.99

The sequel takes the original game and checks in a completely new ede as well for anod measure. Maybe cer the best fielicopter tlight sim around, but it still has plenty to recommend it.

(91 : Clessic) Electronic Arts - Blast 'Em Up £49.99 Actiec, advecture, people getting their heads blewn eff - bloody excellent.

Destruction Dertry (90: Classic) Sony Interactive - Racing Gamm

The PlayStation game where you can smash you self and ethers to pieres comes to the PC... Pleaty of network optieds, five different ways te play, superb graphics - need we say more?

FIFA 96 (84) Electronic Arts - Sport £44.99

(64) Leadented = Span (1941) STEPA and yec quite like it, it's worth haying this ede. But if you want a simple add casy to roottul system

lmik elsewhere. Mortal Kombal 3

(90) GT Interactiva - Beel 'Em Up £44.99

This is the best two-dimensional beat 'em op yen'll find anywhere right now. Make damn sine you ecjoy it while it lasts.

Many Strike

(90: Classic) Emplio Interactive - Naval Sim 644.99

Act cally two games in nne; a flight sim acd a military commacd sim. le it yen pilot a Jet fighter in the finnre – ynn'll find that once the atmosphere kicks in yon'te hnoked. Phantasmagoria

(50) Sierra - Adventure £49.99

Brave elfoir but the interactive part is a bit ambitions ti locks good but that's about it. (61) Gamolek - Driving Geme £39.99 The sequel to Quarantine is unfortunately

nothing in write home about, despite the good graphles.

Screamer (89: Recommended) VIE - Driving Game £29.99 Summing lonking saper speedy areade racer with six different tracks, six different cars (manual or anto) and three different skill levels. Very areadcy indeed.

(94: Recommended) Doesn - Strelegy £34.99 Womes is what yen get if you cress Lemmings with Cannon Fodder, Four peeple can play at offee, there's lots of weapons and feature and the levels are generated afresh each time you play – good fun.

Witcheven

(88: Recommended) US Gold - Arcade/Role-Playing Gamo £29.99

Packed with lots of spells and potions to play with the usual network/modern options, triggers and traps, impressive graphical effects - and if win're incking for gore you've found it. Sirk, twisted and vielent - we like it.

WORDPROCESSOR ... HILL

WORDAROGESSOR



Intellectual stimulation and a selection of nutters – we even get the word 'opprobrium' into this month's letters page. Don't say that we never expand your minds just a little bit.

OPPROBRIUM?!?

Hey! Come on. Why reward your poot correspondent (Anton Slaughtet issue 31) who only sought advice, with a diatribe of opprobrium? In fact an answer to his question appeared in the same issue. Fitting an \$3,864-equipped PCI graphics card to the P90 should meet his requirements. For your own enlightenment, certain graphics cards are not solely confined to speeding up Windows programs as your reviewer wrongly stated.

Harry Persouvert, Waltington, Surrey

For those of you witching in black and white, in opprobrium is actually it dispute of some description. Anyway, onto the point—you seem to have become somewhat confused about the relative merits of graphics curds on the PC. Maybe if you stopped trying to be dever (yes, we all have access to a dictionary—we even know what floccinancinihili-pilification means) and patd attention you would understand what we were trying to convey in the graphics card feature.

Unfortunately, it is actually you that is somewhat mistaken, as a very large number of graphics cards are specifically for the optimisation of Windows. A card such as the S3 would have very little effect over games running under DOS, and the all-important Doom Benchmark test that we used recently is more than adequate to filustrate this fully.

At the moment, we still firmly believe that the optimum games muchine setup is a Pentium-equipped machine with fast-burst EDO RAM, a cool motherboard such as a Plato or Triton and a Matrox Millennium graphics card. For more info on the best system to attain, tefer to last month's On-Line section where Macca outlined the Ultimate Doom machine as defined by numerous benchtests around the world.

COMPUTER WIDOW

There is more to life than computer games – especially when there is a young family involved (but just try telling that to yout pattner). The computer in our house has been on for nearly 12 hours today – it's now topm and I have hardly spent any time at all with my husband, who has spent even less thne with his children. I feel

that this is extremely unfair and I am very pissed off.

If I'd tealised the situation was going to get worse rather than better I wouldn't have married him last July. If he doesn't want a quick divorce, he'd better realise where his priorities lie.

Please print this letter as he reads your magazine every month and maybe he'll get the message before a brick goes through the VDII.

Nicky Jones, Shrewsbury

It's a sad, sail fact that many blokes become completely obsessed with PCs and games. Women can appreciate the finer points of a quality product, but the fellus... well, they just tend to sink themselves in and end up drowning in the intricacies of gameplay. It's odd though, because normally blokes drop anything if they get the chance to get their hands on a good woman. C'mon, let's face it. Games are games are games are games. But girls? Well, they'te like, y'know... girls. Aren't they?

After a quick debate in the office, followed by a show of hands we decided that as true, beer-swilling, womanisting join no types we the all on your stde. The fact that Chris once split up with a girlfriend because he was obsessed with UFO: Enemy Unknown and Jeremy was screeched at by his girlfriend at three in the morning because he was playing Championiship Manager 2 Instead of doing whatever he and his girlfriend should have been doing is beside the point. In principle, we think that blokes who play computer games all night long are completely sad and we would never, ever do anything like that. Ewr. No, really.

To tell the truth, the fact that the term 'PC Widow' or 'Computer Widow' is the wide circulation is pretty sad. There are a lot of people who do become obsessed by games, and it is now accepted that relationships can be wrecked by blokes' relationships with their PCs. In a recent report commissioned in the US, a large number of women already refer to the family PC as 'the other woman'. Scary, high? Maybe all you blokes should go out and (re)discover the pleasures of interacting with a real person.

return of the Bugs

As a 40-year-old new games addictee with the teflexes of a dead sloth and the mental agility of a lettuce leaf, I've had to choose my games with extreme care. Strategy games are pretty safe, shoot 'em ups are completely out, etc, elc.

Write to PC Zone

There are numerous ways to transmit your delightful scrawlings to PC Zone. You can either use the traditional method, oft-described as 'snail-mail' by the pretentious technocrats of this world...

WordProcessor PC Zone Dennis Publishing 19 Bolsover Street London W1P 7HJ

Or you can be really hip, trendy and cyber and do a whacky e-mail thing...

CompuServe: PC ZONE 100142, 2152 CIX: PCZONE@CIX.compulink.co.uk

Thus, I have spent many teal, and indeed virtual months, playing the likes of *UFO*. Elite and, of course, X-Com.

With my successful, but hard fought thrashing of the UFO nasties and final showdown on Mars with the chief alien, I looked forward to many sad hours in front of the PC doing the same to the underwalet versions of the same creatutes. It was familiat stuff: kill everything, capture commanders and build three alien spacectaft (sotty, submarines), capture a navigatot, find the base and wipe it out.

However, after MANY MONTHS it was obvious that the game was flatly refusing to recognise my captures of live Lobster Man Commanders; therefore I couldn't manufacture the final submarine and therefore couldn't get to the final battle.

I was getting excellent scores and receiving loads of funding, but by the end of July 2041 I was told that I wasn't getting anywhere and so the whole thing was over.

After many attempls at changing my strategy I phoned MicroPtose, who seemed surprised I hat I didn't have a patch disk?!? After receiving a copy from them soon after, I continued with my game and continued to experience problems – but of a different nature.

After another call to MicroProse I was eventually told that I should probably start the game again from the beginning. What?!! like the game a lot, but not that much!

What is there to protect the punter from this sort of thing? How is he supposed to know that he actually has to phone up the software house and demand the test of the game that he has already shelled out loads of money for? First Gametek (and

WORDPROCESSOR

thanks to you I never actually bothered with First Encounters) and now MicroProse. Who do I trust? Who do I hand money to? What does the alien city look like? Who the hell cares anyway?

Dave Lampen, Southampton

Our resident UFO-head, Mr Anderson, ts STILL completely obsessed with both of MicroProse's Incredible strategy games. He was even heard the other night — in a pub ferdirissakes — trying to convert someone to the ways of The Enemy Unknown, Yes, they are classic games, but unfortunately both have been plagued by bigs stace they were launched. Fortunately, the chaps at MicroProse have a very responsible attitude towards bug patches and updates to their

software. As
a result it's
very easy to get
hold of the latest fix
for virtually any product.

As far as protection for punters, well unfortunately there is no governing body that oversees the quality control of games that get released. This sort of control is purely down to the discretion of the software house and the producer. After all, these guys want to sell more games – no matter what.

Having said this, I have been in a pub with a bunch of producers (I wou't say who,

so they don't get lynched) who have openly admitted to releasing product which they know is, and I quote, "bugged to hell" because the gameplay is so donned hard that they know that no one will ever try to get as far as where the bugs are. Irresponsible, yes. Commercially viable? Of course it is. The games

lindistry
Isn't nctively
policed in any
wny, We're subject
to BBFC standards
for video and FLSPA
ratings (a voluntary
organisation where companies
submit their games for approval) for
content – but no one watches quality,
except magazines like PC Zone. If we come
across something that's ricilculously bugged

we'll let you know. Just like we did with

PlayStation is better...

After reading your article about PlayStation games on the PC I feel the need to raise a few points.

FACT: PlayStation £299, equivalent PC £1,500. You didn't seem to mention a minimum spec in your teature. Hmm, I wonder why. Could it be that it's at least a P75 or P90 and most of your readers only have 486s?

FICTION: PC versions of PSX games are better because they can be networked. Oh, come on! How many people can network their PC? The PlayStation is getting both a modern and e network 'hub' edd-on that will let you network PlayStations at a fraction of the cost.

FICTION: PlayStation needs PC. No it doesn't. Once again you failed to show the truth, PlayStation has more than 250 developers working for it.

FACT: You talk about 'next gen' PC gaming, but how much is it going to cost us and how many developers are going to support it?

This may seem like anti-PC ranting, but i just feel that at the moment the Play-Station is a better machine. How can you claim that the PC is keeping up? There is absolutely no way that a PC could reproduce Ridge Racer, it just doesn't have the power.

Wayne Metlors, Rotherhem

FACT: The PC dominates a completely different market to the PlayStation. It isn't just a gamas machine and has never pretended to be. The PC is a tool on which games can be played – not that many of our readers exclusively play games on their systems, they use them for work as well. Also, six months ago the average spec

machine owned by PC Zone readers was a 486DX2/66. We expect this to be at least P75 by early 1996.

FACT: The PC can be networked using an IPX or other kind of network, it can also dial into networks such as Gamesnet, it can access Wireplay from BT – a phone-in networking system. The PC is the most expandable system around and also the most versatile. Anyone with a modem can play multi-player games with anyone in the world. Okay, the PlayStation has its 'hub' and yes, it will let eight people play linked up – but do you fancy getting eight TVs and PlayStations together in the sama room? I know I don't.

FACT: The PlayStation DOES need the PC. Who do you think those 250 developers are? They're mostly PC developers who are expanding their horizons. And what do you think the games are developed on? A PlayStation dev-kit is based on a Pentium PC.

FACT: All major developers are planning to support the new 3D graphics standard and the main backers include Microsoft, EA, Virgin – need we go on?

As far as Ridge Racet goes, a P75 can do the game almost exactly, the only difference being that the PC runs in B-bit colour (256 colours) and the PlayStation runs in 16-bit (64k colours).

We don't want to seem anti-PlayStation
— a number of us here own one and we
love 'em, but don't write off the PC. It may
seem to be lagging behind now, but it will
overtake again. The PC always leads the
way with new technology, it's just a casa
of techno leapfrogging, and the PC's turn
for the jump will come again soon.

SCORING ISSUE

First Encounters.

In issue 30 I read your review of US Novy Fighter, which received 92 per cent, which I thought must mean it's pretty bloody good. But in later issues I have seen other garnes receiving scores of 95. 96 and 97 per cent! Surely these are stupidly high?

One of these days these stupidly high marks are going to bugger you up completely – what happens when the sequel to one of these high scoring games comes out? Does it automatically have to get a higher score? Surely nothing can receive 100 per cent as nothing could be perfect.

Why don't you just drop the score and just write a comment for anything that could be considered worthy of a 'classic' award?

Dara Kelly, Galway, Ireland

The point of the seoring system is to relate to the standard of games available at the moment. You can quite easily judge what should be expected from a game for 1995 and then rate things according to this hypothetical standard. Games such as Command & Conquer or EF2000 receiving seores in the high 90s is purely an indication of how close to the limit these games are. At the moment there is absolutely nothing that

WORDPROCESSOR IN THE PARTY OF T

can touch them as they are so far ohead in terms of both technology and gameploy.

In a year's time though, the sequels may well be better; however, the overall standard of games is certain to have changed by then, and yet again we will rate the games according to what is considered 'good'. At present, EF2000 is more than worth 97 per cent. In a year's time we hope that many other developers will have matched this level of quality and as a result we will have to be more harsh on EF2000's successor.

SAD, SAD, SAD BASTARD

Do you like it? Do you? I submit my case for the most complete Doom saddo alive – no waps or toilet pictures or Deathmatch medals for me. Oh no. Just a full size Arachnotron complete with baby blues in me garage!

Am I the only person that does this kind of thing? Has anyone else got a home-made monster in their closet? Perhaps you should run a competition, and let me win.

Can you send the piccy to iD and ask them if I can be commander in-chief of special effects for the Doom movie? Please. Please.

Marcus Lewis, Nuthali (appropriately), Notts

And verily the saddest bastard that ever did walk the earth madr himself known unto man and beast alike. And it's written in the tonies of time that his name was Marcus. And he had createth a mighty demon deep within the confines of his garage. And it was large. Fortuitously though, a passing moge did snappeth him with his soul-stealing box and sendeth the results to PC Zone, where the scribes therein did laugh. They did laugh until they pissed thyselves. And lo! PC Zone readers con piss thyselves as well.

PRICE BUSTERS

First you raise the price of your rag up by 4p and then by a further poundl This is disgraceful considering that the magazine's new look involves a longer letters page than before, which means that we are now paying an extra pound for our own views. We suggest that readers' letters are sent to us with a cheque for £2.95 (£3.95 for the CD version) and we promise to read, edit and discard letters accordingly. Not only do they get their letters read, but they also only pay old prices for the privilege (although they don't get a magazine, admittedly). This would be an excellent alternative and could prove very popular indeed (we think).

The fact that you have now excluded Bits and PCs (which took the letters page count up to four pages) and this means that you now have less reader contribution is beside the point. It doesn't count – because we say so.

Mark McDonald & Ewan Loughlin, East Kilbride, Scotland

Thank you for joining us on the planet Zarg. Who knows, one doy these two might actually write in with something vaguely interesting. Still, at least they're consistent.

QUARE 95?

Does anyone know if Quake is going to be a Windows 95 specific product or not?

Brendan O'Sullivan, Dublin

At the moment nothing has been announced at all. iD is currently working very closely with Microsoft on the WhiDooni project, so it would be safe to say that the option is being considered. Obviously the whole thing depends on a) When Quake will actually be finished (current rumours

suggest a shareware version by the Spring of 1996 b) The global penetration of Windows 95 us a viable platform for games.

A conscivutive guess would be that iD releases two versions of the game – one for DOS and our for Win95. Only time will tell. Nothing is ever certoin about un iD project until it's octually finished and ready to be shipped. We'll bring you more news as soon as we have it.

NET SURFER DUDE

I have just joined the 'net' – after you remove it from the bamboo pole and put the fish that you've caught back in the pond, what do you do? Can you help?

David Pye, Southampton

Yep, Go to a pub of around 10:30pm one evening. Aim for one in n built-up areo, or preferably in a decent-sized town. Now, go up to the biggest, roughest looking bloke you con find – preferably one with a hunming body odour problem and lots of tattoos. Now try and give him a Chinese burn and see what happens.

OCEAN MUSIC

In the November 1995 issue you included a second ob from Ocean Software which had an advertisement for Hit Squad on it. The music on this ad wasn't just good, it was absolutely fantastic. I must know what it was! The balance of the universe is at stake.

Sonny Winston, Hampshire

We called the PR bloke at Ocean, a particularly top bloke by the name of Declan, and after much grunting and growning he finally had to admit that he didn't actually have a clue who it was. "Some library stuff or something," was about the most coherent answer we could get. So there you have it, it's library music. Sorry we couldn't be o little more specific.

WILL WE EVER GET F1GP2?

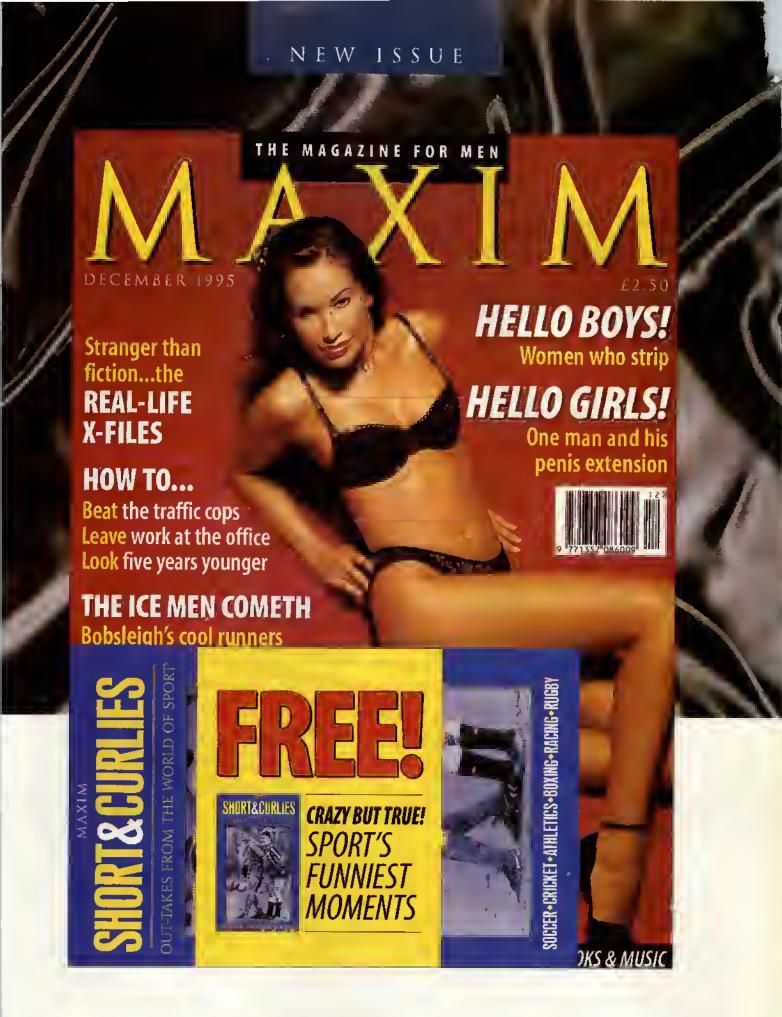
When is F1GP2 actually coming out? I've been completely addicted to the first one since it was out on the ST (yes, I had one of these classic machines) and since I have completed the game in Ace mode by winning both the driver and constructors leagues I want a new challenge. I liked the cover feature you did about the game, but when are we actually going to see it?

Todd Wilson, Torquay

As far os we know the game is still due sometime before Christmas but, as ever, no our knows exactly when it will be ready. We were originally expecting to see the thing a couple of months ago, so god knows what's happening. Z

(Right) The sign of true Doom devotion: Marcus Lewis' DIY, lifesize, blow- up Arachnotion.





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RIVING GAMES. THERE'S 211 LIONS of the blighters for the PC, and reviewers tip and down the country have been showering the latest Pentium-enhanced batch with accolades such as 'total realism at lastl', and 'this is how it is!'.

This is how it is, eh? Bollocks. Take The Need For Speed for example. Your brief: choose from eight of the most exotic cars on earth, and take a hair raising spin along the most picturesque stretches of road in the entire universe. What's realistic about that? As far as I'm concerned, an ultra tealistic driving game would go more like this...

For starters, it'd be called Budget - 800 Quid. And when you started playing the game, you'd soon realise that the 800 quid mentioned in the title also included yout third party, fire and theft insurance payment - which'd bring things down to 600 quid in under a jiffy.

He's afraid of... Magnum adverts

So what next? Well, it'd be unrealistic for the program to just hand you a kosher second-hand motor to drive about in – you'd have to decide for yourself. In other words, it's time for a lengthy browse through the in-game Sim Exchange & Mart, Sim Loot and Sim Auto Trader — basically thousands of three-line fibs and a handful of cheesy out-of-focus photos. For a bit of excitement this section of the game could be given a time limit: you've got to select five 'possibles' in 11ndet 15 minutes.

Once you've done that it's time for five bits of FMV, which go something like this... The camera pans around each car in question and your cursor changes into different things, depending on where it's positioned. For instance, if it's over a tyre it might turn into a little 'shoe' - indicating that were you to press the mouse button at that precise moment, you'd give the tyre a wee kick (some people really do do this). Other FMV hotspot cursor shapes could be a hand (for checking under the wheel arches), a nose (for sniffing round the exhaust pipe), an eye (for staring knowledgeably at the engine, even though it looks completely different from the one in your last car, and you didn't even

understand that), and a smiling mouth (which

you click on the vendor himself to find yourself engaging in jolly, jovial banter, as if you've been chums for years. He wouldn't sell his best mate a turkey, surely?). But he would, he would. All five of them would, come to that. Or they might, anyway. You never can tell. Still, now it's decision time.

followed by a brief barter section (also FMV, with hotspots labelled 'higher' and 'lower').

You plump for the yellow C reg Ford Fiesta. The mileage is slightly high, and let's face it, it's not exactly going to impress the chicks, but at least it'll be fairly reliable; nobody's going to want to nick it, and it's got a year's ticket to boot. Yup, you reckon it'll do - your mind's made up.

Bill (you'te on first name terms, don't forget, after using the smiling mouth cursor on his FMV footage) wants 700 notes. As we know, you only have 600. He accepts 590, meaning you get a half tank of petrol, 'free'.

You bid Bill farewell and enter the texture mapped 3D environment of the game... lots of A and B roads, taking you through some awesomely snoozeworthy English countryside at 50mph. You decide it would be jolly nice to take a trip to Basingstoke (Some game that is! – Ed.), and then home for tea.

Just 45 minutes from Bill's house however, and to make matters worse in the middle of nowhere, the engine begins to severely overheat and a weird scraping noise is coming from somewhere near the rear wheels. (And you're not a member of the RAC.) Now that's a realistic driving game!

I scream, you scream, we all scream for ice-cream

Can I just end on the subject of Magnunis... the ice-creams? They're still showing the adverts even though it's winter. The girl says, "I tell myself it's only an ice-cream... but it isn't really." (Er, it is actually.) And then some poncey-sounding bloke says. "Sometimes I think – I must have a Magnuni... right now!" This is meant to imply that Magnum is a unisex ice-cream. But, of coutse, it isn't. There's no stich thing as a unisex ice-cream. Ice-cream is a girly substance – it's 900% more girly than quiche.

if Walls or whoever want to sell icecream to chaps, they'd be wise to follow these three guidelines:

A Call it Bloke

B Give it a savoury exterior coating (maybe pork) and an even more savoury filling (rare sirloin steak with musiated perhaps?)

C Have a slow-motion Baywatch-style advert, with some cars in it. (But not yellow Fiestas – Ed.) **Z**

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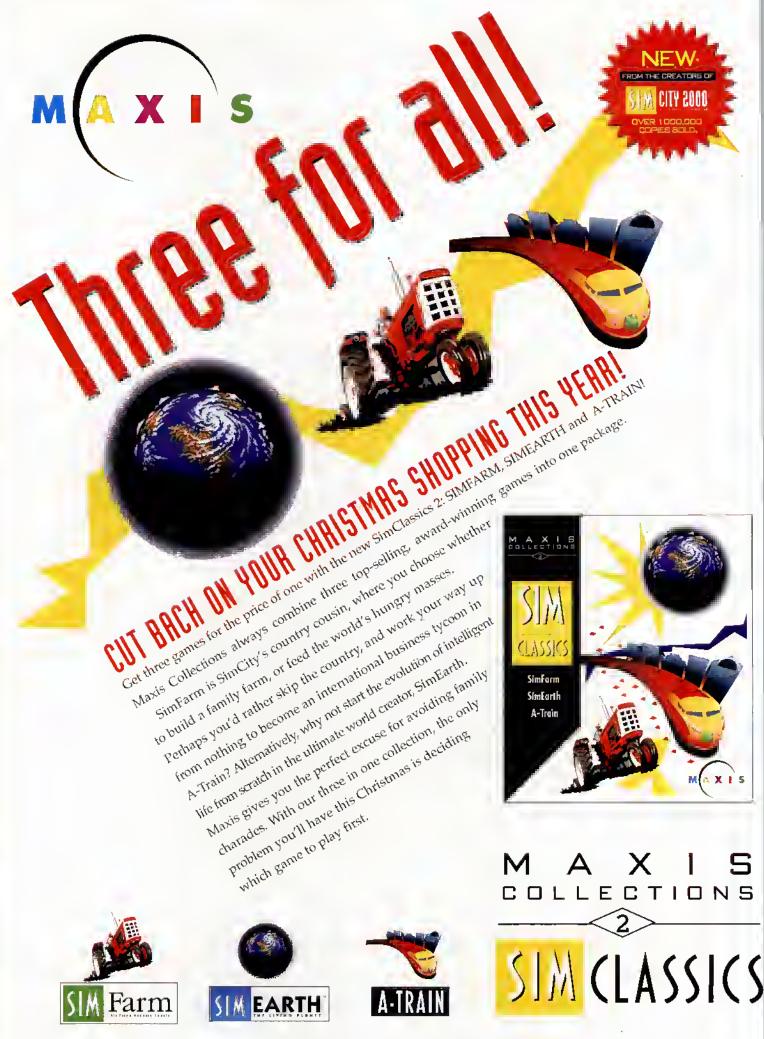


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